TRICKS & STRATEGIES FOR PS ONE AND PS2 | TEKKEN TAG, FINAL FANTASY IX AND TONY HAWK'S PRO SKATER 2

ZIFF DAVIS

January 2001
ISSUE 40

OFFICIAL U.S. PlayStation MAGAZINE

GRAN TURISMO™3

Behind the Wheel of the Hottest Ride on PS2

Holiday Buying Guide

PS2 Launch Madness

500,000 IN 24 HOURS

Hot New Previews

TWISTED METAL: BLACK

NBA LIVE 2001

ONIMUSHA: WARLORDS

MDK2: ARMAGEDDON

EVIL DEAD: HAIL TO THE KING

STAR TREK VOYAGER: ELITE FORCE

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On the Set with Angelina!

TOMB RAIDER MOVIE REPORT

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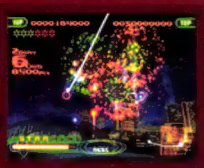
Anytime is a good time for fireworks.

These days the word addiction gets a bad rap. Sure, there's a long list of bad influences out there. But an addiction to setting off massive fireworks displays? Only good can come from that.



At first glance, FantaVision is a colorful fireworks puzzle game. Not so fast, my friend. That's how they get you. It starts

by capturing and detonating flare after flare, which triggers chains of fireworks explosions as well as tons of points. Then you advance from one difficult city-scape to the next more difficult one.

And on to even more difficult bonus rounds. But you can handle it, right?

FANTAVISION

Maybe we shouldn't mention FantaVision's two-player mode. Or the real-time lighting effects. Or the fact that once you feel like you've mastered massive combinations, another layer of this intense action puzzle game pulls you in deeper. So be careful. Because before you know it, you'll be looking for any excuse to detonate fireworks.

PlayStation.2

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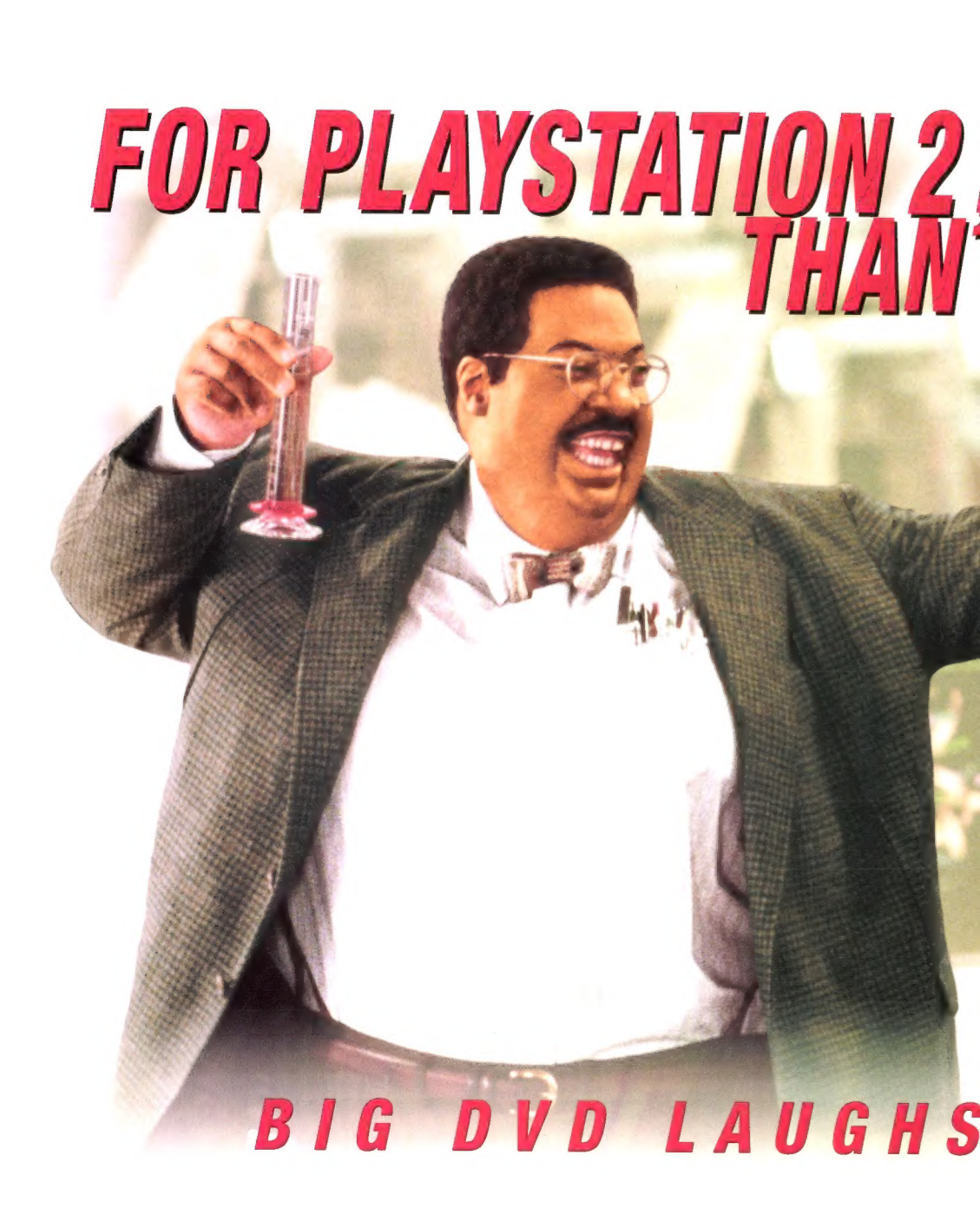
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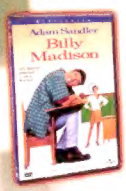

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www.filmthreat.com

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Do you really need an introduction for Stan? The man who brought the world *Spider-Man*, *The X-Men* and numerous other comic-book classics. He makes a welcome return to our pages.
www.stanlee.net

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COVER STORIES THIS MONTH

TRICKS & STRATEGIES FOR PS ONE AND PS2
TEKKEN TAG, FINAL FANTASY IX AND TONY HAWK'S PRO SKATER 3
OFFICIAL U.S. PlayStation MAGAZINE
GRAN TURISMO 3
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Holiday Buying Guide
PS2 Launch Madness
Hot New Previews
On the Set with Angelina!
TOMB RAIDER MOVIE REPORT
EXCLUSIVE DEMO DISC

GRAN TURISMO 3 • 118

You will want to get your hands on this game when it's released next year. Although previously thought to be just a pretty version of GT2, it's now a full-blown sequel and it truly is a sight to behold. We bring you more screenshots than ever, plus a hands-on report.

HOLIDAY BUYING GUIDE • 66

We make your shopping list for you. Rip it out, hand it to a loved one, and hope for the best. Maybe they'll throw a PS2 in if you're lucky.

PS2 LAUNCH MADNESS • 40

Although mired somewhat by the shortages, the PS2 launch was the most successful event in the history of entertainment.

ON THE SET WITH ANGELINA • 50

Special report from the set of the *Tomb Raider* movie. We bring you news of the blockbuster movie for 2001, plus comments from Angelina Jolie on what it's like to "be" Lara Croft.

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single-issue rate: $8.99. Subscription Rates: One Year (12 issues and 12 demo discs) $39.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Subscription Service Questions and Address Changes: Write to: Official U.S. PlayStation Magazine, P.O. Box 55262, Boulder, CO 80322-5262. For Subscription Service Inquiries call us at: (303) 665-8930 (U.S. or (303) 604-7445 all other countries. Fax us: (303) 604-7455 U.S. or (303) 604-0540 all other countries. Or visit our subscription Web site at http://service.playstationmagazine.com. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff Davis Media Inc. To reuse any material in this publication, obtain a permission request form at www.copyright.com/zd, or have a form faxed or mailed to you by calling (425) 430-1663.
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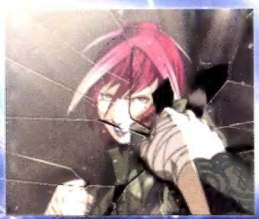

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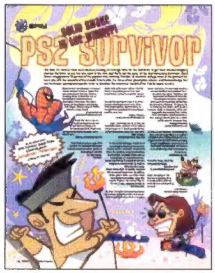

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Everything you need to know to get our exclusive disc up and running.

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Let us know your thoughts. Write us at our usual address, or send us e-mail at OPM@ziffdavis.com.

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This month we look at the enormous success of the PlayStation 2 launch and much more. Check out our Tomb Raider movie coverage, the results of our Survivor competition, and our chat with Gabrielle Reece.

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Tricks and strategies for the latest games, including Final Fantasy IX! Plus cool cheats for PS one and PS2 games.

P.S. • 156
Stupid stuff from the world of PlayStation.

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

Happy Holidays

John Davison
Editor in Chief

I sincerely hope that all of you trying to get your hands on a PlayStation 2 are successful. The launch, while an unprecedented success, was also the cause of a lot of frustration, and we completely understand. We were right there with you, standing in lines, waiting at ungodly hours of the morning. And some of us have continued to try every week since. Don't think that just because we're the official magazine means that we somehow managed to tap into a magic stash of systems. No siree. Many of us are still trying hard to get our hands on one (Mr. Rybicki, for example, just this minute came back from a store where he nearly got into a fight over one). Hopefully by the time you read this, the steady flow of units will be pouring into stores at a rate of 100,000 a week. Will this be enough? Judging from demand so far it seems as if it's not—but don't give up hope. Keep hunting and you're sure to track one down. Anticipate the Sunday newspaper promotions, find out the days that stores get deliveries...try trudging out to a store in the middle of nowhere. It'll be worth it when you get it. And even more worth it when you see what Gran Turismo 3 promises early next year. Mmmmm.

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up. E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

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DEMO DISC THIS MONTH

PLAYABLE DEMOS

DRIVER 2: THE WHEELMAN IS BACK TEEN

If you happened to play the first Driver, then chances are you've been salivating for a shot at the sequel. More cities, more cars and more control. There's nothing that gets the blood streaming through your veins like a car chase through the streets of Havana.

SPIDER-MAN EVERYONE

If we were going to have Stan Lee writing in our illustrious pages, then we just *had* to let you get a taste of the game that he is, ultimately, responsible for creating. It's the greatest superhero game ever made, so start your web-slinging now!

THE GRINCH EVERYONE

Now that you're buzzing with holiday cheer and anticipation, check out this month's Grinch demo. You'll get involved with all types of shenanigans in Whoville. It's just a shame that the marvelous Jim Carrey was too busy to pitch in on some voice acting.

102 DALMATIANS EVERYONE

The real danger of this demo is that after witnessing all of those cuddly little puppies, you might feel inclined to go dump a whole load of cash on a purebred dalmatian of your own. Disney's certainly cornered the market on cute pups, and this is no exception.

ARMY MEN AIR ATTACK 2 TEEN

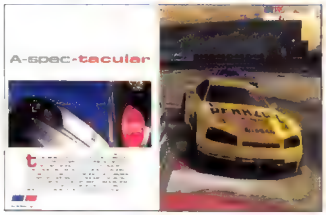
Air Attack 2 is one of the finest of the Army Men series. Here you'll be welcomed into a world of little green and little beige machines, one determined to melt the other into a pile of goo. This might seem lots like the first Air Attack, but the copter's winch mechanics have been upped.

NON-PLAYABLE DEMOS

MEDAL OF HONOR UNDERGROUND RATING PENDING

If you liked the first Medal of Honor, you're bound to love the second. This game has the power to envelop you in the different facets of brutal warfare. The music of the game is another way that the intensity is accentuated, coaxing you to understand that bitter, difficult World War II period.

SPECIAL FEATURES



GRAN TURISMO 3 • 118

Surely one of the games you're really looking forward to next year, and certainly one of the "must-buy" games for PlayStation 2 in 2001 (along with Z.O.E., Twisted Metal: Black and Metal Gear Solid 2). We bring you armfuls of funky screenshots and a hands-on report. Excited yet? Go look, go on, now.

ON THE SET WITH ANGELINA • 50

Special report from the movie set. What will the movie be like? Will it be just another crap game tie-in? Or a true summer blockbuster?

DIESEL DRIVER DUDS • 88

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A long time ago in a galaxy far, far away.

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TEEN T CONTENT RATED BY ESRB

Animated Violence

Dreamcast.

PlayStation

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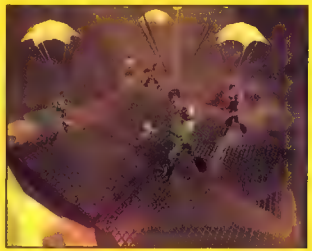

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7. Build bigger jumps

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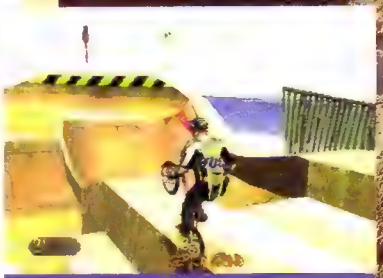

Huge Dirt, Street and Vert Levels

Unique Evolutionary Playfield

GAME BOY COLOR

PlayStation

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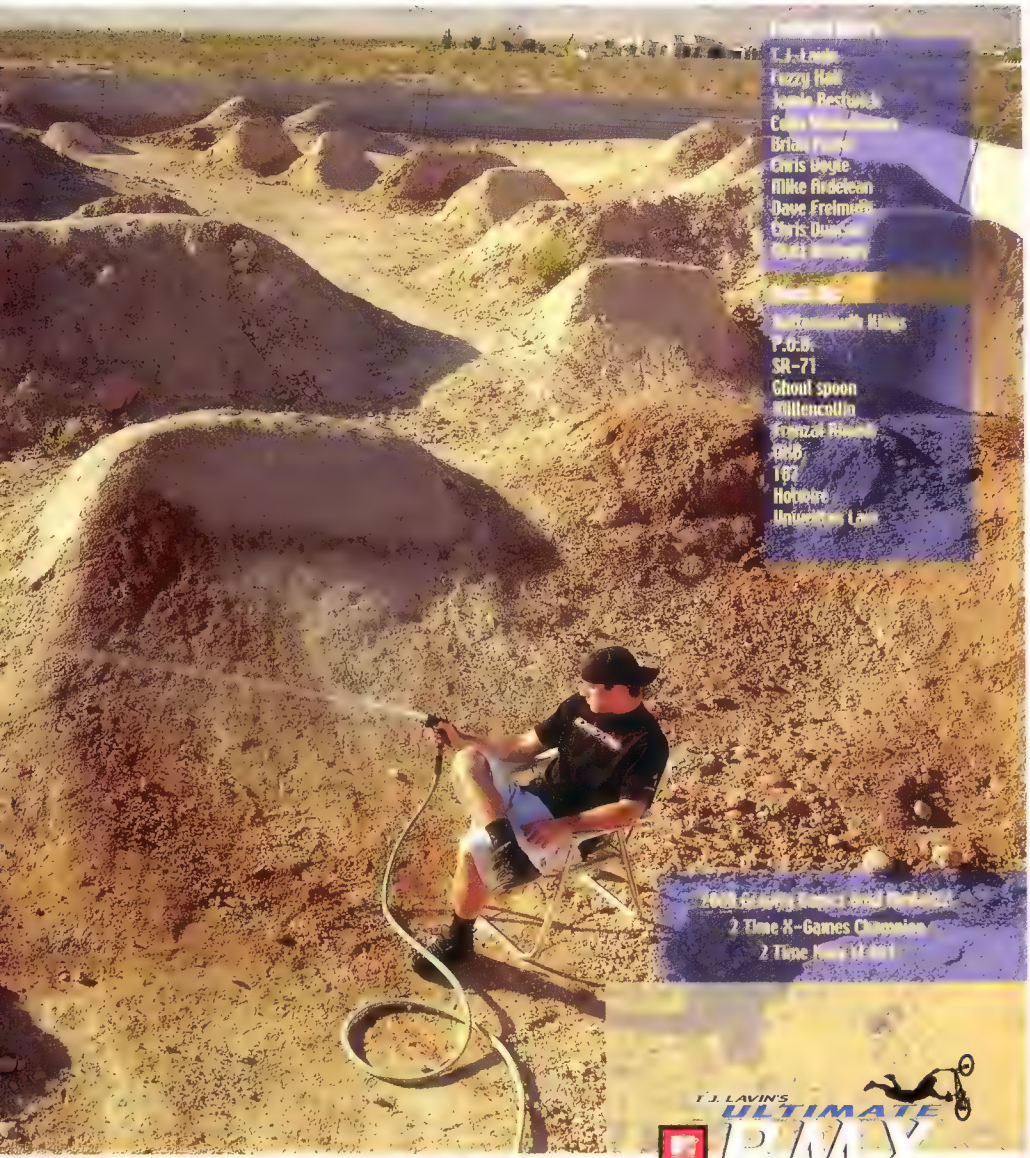

T.J. Lavin's actual backyard

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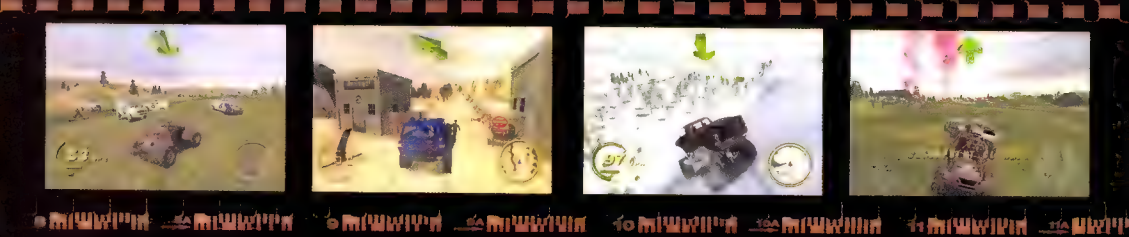
PlayStation.2



Angel

guidance recordings

TEEN T

Animated Violence

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"...instantly intelligible, mind-bogglingly vast, and a total gas to play....makes for one helluva videogame" - Gamer's Republic, Sept 2000

"Must Buy Playstation 2 Launch Games list" - Nov 2000 EGM

"driving through the spectacular terrain is a blast" - EGM October 2000

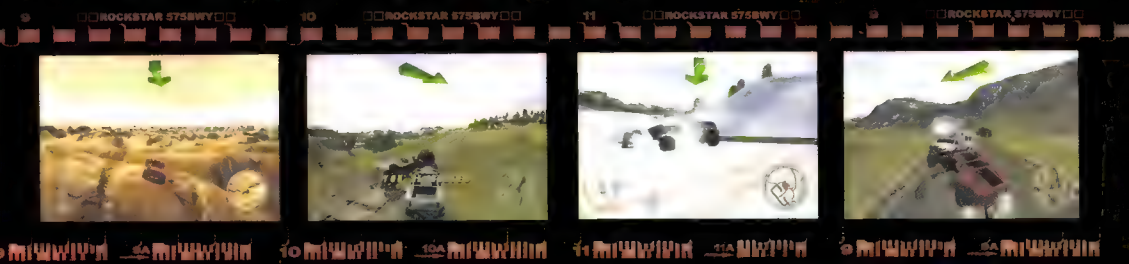
"A - ...the best display and truest testament to the processing power of the PS2 to date." - Gamers Republic October 2000

98% Platinum - "the best off-road experience you've ever had" ... "one of the must - buy launch games" - PSE2 November 2000

SMUGGLER'S RUN

- Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.
- Choose from 35 different vehicles, each with unique modifications and strengths.
- Compete head-to-head or run "pick up and deliver" missions against AI opponents or in full multiplayer mode.
- Maneuver your way through arid desert, icy tundra, or rocky mountain forest.
- Real Time Damage Models allow you to watch the parts fly as you pay the price for punishing collisions!

SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS



Non-Playable Demos

Medal of Honor Underground

PLAYERS 1 • AVAILABILITY NOW • DEVELOPER DREAMWORKS • PUBLISHER ELECTRONIC ARTS • GENRE ACTION

Next Month's Demo Disc

Playables:

Crash Bash, Spyro: Year of the Dragon, Cool Boarders, You Don't Know Jack 2, Mort the Chicken, Star Wars Demolition

Driver 2

What is it?

It's none other than the highly anticipated sequel to one of the most highly anticipated and highly regarded games of 1999. Driver part deux features the return of the ever-incognito Agent Tanner, who along with partner Tobias is once again behind the wheel of justice, uncovering and dismantling a scheme between a Chicago bookkeeper and the Brazilian mob (they have a mob?).

Driver 2 has a whole slew of upgrades that fans have been clamoring for ever since completing the original. Topping the list of new features is Tanner's ability to get out of the car and walk around the city. Some missions will require tasks that can be pulled off only by a pedestrian, like setting timers for explosives, flipping switches (drawbridges, perhaps?), and unlocking various locked doors. Tanner can also carjack the vehicles of law abiding citizens (all in the name of justice, of course), including fire trucks and school buses, which ought to make for some very interesting chase scenes. The game takes place in four new cities: Las Vegas, Chicago, Havana and Rio de Janeiro—all scenic locales and excellent fodder for street driving. Reflections has overcome its case of the perpendiculars and added curved roads this time around, along with things like highway off-ramps, so you'll have to spend some time honing your technique. New modes include racing and a multiplayer splitscreen (not available in mission mode). That was the brief rundown—now on to the demo.

How does it play?

Frustrating. Ridiculous. Maddening. All were words that came to mind after spending 10 minutes with the demo. Now, this gamer wasn't alive for the majority of the 1970s, but he's pretty sure they didn't make cars that bounced 40 feet away on contact or could balance on a taillight for a seemingly indefinite amount of time.

The only advice we can give you is this: Do not rip your hair out or try to snap your controller in half. Perhaps the right car wasn't available in time for this demo, or maybe the physics aren't yet tweaked to perfection, or maybe the game is really, really hard. Let the porn-funk basslines calm your nerves, and cooler heads will prevail.

If this is what the final product feels like, the Demo Disc Psychic predicts a lot of disappointed Driver fans hurling their controllers at the television. Check out if the bossman confirms that prediction in this month's review section.

CAN YA DIG?

If there was one decade that Americans would like to completely erase from the record books, it would most likely be the '70s. Bell bottoms, leisure suits and pet rocks, to name but a few monstrosities. But not everything born in decade number seven was horribly offensive. Among this small but elite group are some really solid (to use the parlance of the times) car chase/action movies and TV series:

Bullitt (1968, but close enough)
Mannix (again, late '60s)
Cannon
The French Connection (great chase scene)
Smokey and the Bandit
Shaft (awesome despite lack of cars)

Heck, the '70s saw the explosion of a certain phenomenon that still provides many with late-night entertainment to this day. What? We were talking about Roller Derby or ESPN Classic. What were you thinking?

T TEEN ESRB

△ HANDBRAKE	L1 HARD STEER
□ BRAKE	L2 LOOK LEFT
○ BURNOUT	R1 HORN
✕ ACCELERATE	R2 LOOK RIGHT

PLAYERS 1 • AVAILABILITY NOVEMBER • DEVELOPER REFLECTIONS • PUBLISHER INFOGRAMES • GENRE ACTION

Top pics: Get used to seeing these two screens; this demo is hard. *Below those two:* You'll be seeing a lot of that, too.

"THE ULTIMATE GETAWAY GAME GETS EVEN BETTER"

"STRAP ON YOUR SEATBELT FOR THE MOST EXPLOSIVE DRIVING EXPERIENCE SINCE THE PINTO"

"AN ALL-OUT BETTER WHEELMAN EXPERIENCE"

DRIVER 2

THE WHEELMAN IS BACK

WWW.DRIVER2.COM

THERE'S SOMETHING GOING DOWN IN THE STREETS OF [illegible] WHO WAS LEFT FOR DEAD, SPILLING BLOOD ACROSS TWO CONTINENTS IN A BAR OF [illegible] BUT IT'S JUST ANOTHER DAY AT THE OFFICE FOR ONE COP: ONE COP WITH ONE NAME.

DRIVER 2 STARRING TANNER.

PlayStation

REFLECTIONS

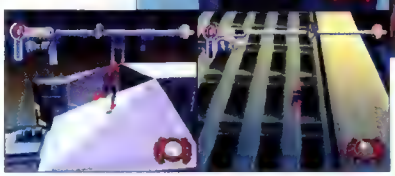
DIESEL

[illegible]

TEEN T CONTENT RATED BY ESRB

INFOGRAMES

Spider-Man



Spider-Man, Spider-Man, does whatever a spider can—now on your PlayStation! Brought to you by the same talented folks behind Tony Hawk's Pro Skater (the reference streak is kept alive!). Spider-Man packs tons of comic-book style, notorious archnemeses, and good ol' 3D action in one nice little compact disc.

Our demo begins with our hero patrolling the magnificent yet strangely foggy skyline of New York City. Reporting a lead to his boss, Parker finds out that the Scorpion has found Jamison, and he's a bit peeved. It turns out Scorp holds a bit of a grudge against J.J. (the guy ruined his life and turned him into a crazed maniac—can you blame him?) Now you're faced with the American Dream in reverse: saving your boss' life.

You're working against the clock here, so there's little time to swing around and explore the city. You've got no time to dilly-dally, so make a beeline for the Daily Bugle building (between this, Air Attack and Driver 2, this month's disc sure is heavy on the pressure situations). Follow the Spidey compass and dispatch any bad guys in your path. Once you get to J.J.'s office, keep Scorpion distracted long enough for the boss-man to make an escape. Continue defending J.J. and attacking with web punches, and look out for Scorp's brutal tail attacks.

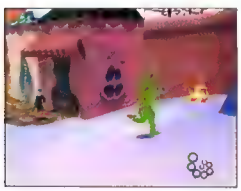
If you dig the demo, sling yourself down to the local game store—Spider-Man in full is currently available.

	△ TRAP WEB		L1 LOOK AROUND
	□ PUNCH		L2 NOT USED
	○ KICK		R1 WEB ZIP LINE
	✕ JUMP		R2 SWING WEB

PLAYERS: 1 • AVAILABILITY: NOW • DEVELOPER: NEVERSOFT • PUBLISHER: ACTIVISION • GENRE: ACTION

Spider-Man Disorder: Can It Happen to You?
An OPM Special Report

You've just finished playing the Spider-Man demo, immersing yourself in the fantastic world of comic books brought to life. But are you or your family at risk of turning into a web-slinging mutant? According to Dr. Steven Bull of the South Hartford Institute of Technology, mutations of the superhero variety can happen to anyone. "Quite frankly," the doctor elaborates, "I wouldn't be surprised that in 10 or 20 years, the human race evolves into a culture of beings with superhuman abilities. Whether or not we use these abilities for good or evil purposes remains to be seen." Is it time to panic? Maybe it is...maybe, indeed.



The Grinch

(with apologies to the good Doctor..)
You're a mean one, Mr. Grinch
Your game isn't that fun,
You're stinking up houses with your rotten egg gun, Mr. Grinch,
They'll sell your game in November, when it's done.
You're an odd one, Mr. Grinch
You walk around with an evil prance
Your graphics hopefully the PS2 will enhance, Mr. Grinch.
But we're wondering why you don't wear any pants.

You're a foul one, Mr. Grinch.
You jump on every present in sight,
You'll offer us a new experience, our money's a little tight, Mr. Grinch.
Gamers won't buy every 3D platformer game ever made (well, some might)

	△ SNEAK		L1 CALL GADGET
	□ BREATH		L2 CAMERA
	○ GADGET		R1 SNIPER MODE
	✕ JUMP		R2 CAMERA

PLAYERS: 1 • AVAILABILITY: NOVEMBER • DEVELOPER: ARTIFICIAL MIND & MOVEMENT • PUBLISHER: KONAMI/UNIVERSAL • GENRE: ACTION

102 Dalmatians

Another month, another licensed 3D adventure item-collecting game. Cynicism aside (the Psychic's not a mean guy, really), here's 102 Dalmatians. Actually, here's hoping they make a lot of money on this one, if only so they won't have to resort to using Steve from accounting as a voice actor: "Heythat'sgreatlet's-saveourpuppies" indeed.

	△ TUMBLE		L1 CAMERA LEFT
	□ BARK		L2 CAMERA LEFT
	○ SNIFF		R1 CAMERA RIGHT
	✕ JUMP		R2 CAMERA RIGHT

PLAYERS: 1 • AVAILABILITY: NOVEMBER • DEVELOPER: CRYSTAL DYNAMICS • PUBLISHER: EIDOS • GENRE: ACTION

Army Men Air Attack 2

Army Man, Army Man, does whatever an Army ca...er, sorry. The boys in green once again take to the skies in Air Attack 2, the sequel to one of the better Army Men-based games released last year. The demo level is a good representative of the whole game—objective-centered missions, fast-paced gameplay, and the love-it-or-hate-it charm of Army Men. The Psychic's Hint-O'-The Month: Get past the air vents by finding the vent that's not against you; just be prepared for immediate and heavy enemy fire. Air Attack 2 lands gracefully on store shelves in November.

	△ WEAPON 2		L1 STRAFE LEFT
	□ WEAPON 1		L2 RADAR
	○ WINCH		R1 STRAFE RIGHT
	✕ GUNS		R2 LAND

PLAYERS: 1 • AVAILABILITY: NOVEMBER • DEVELOPER: 3DO • PUBLISHER: 3DO • GENRE: ACTION

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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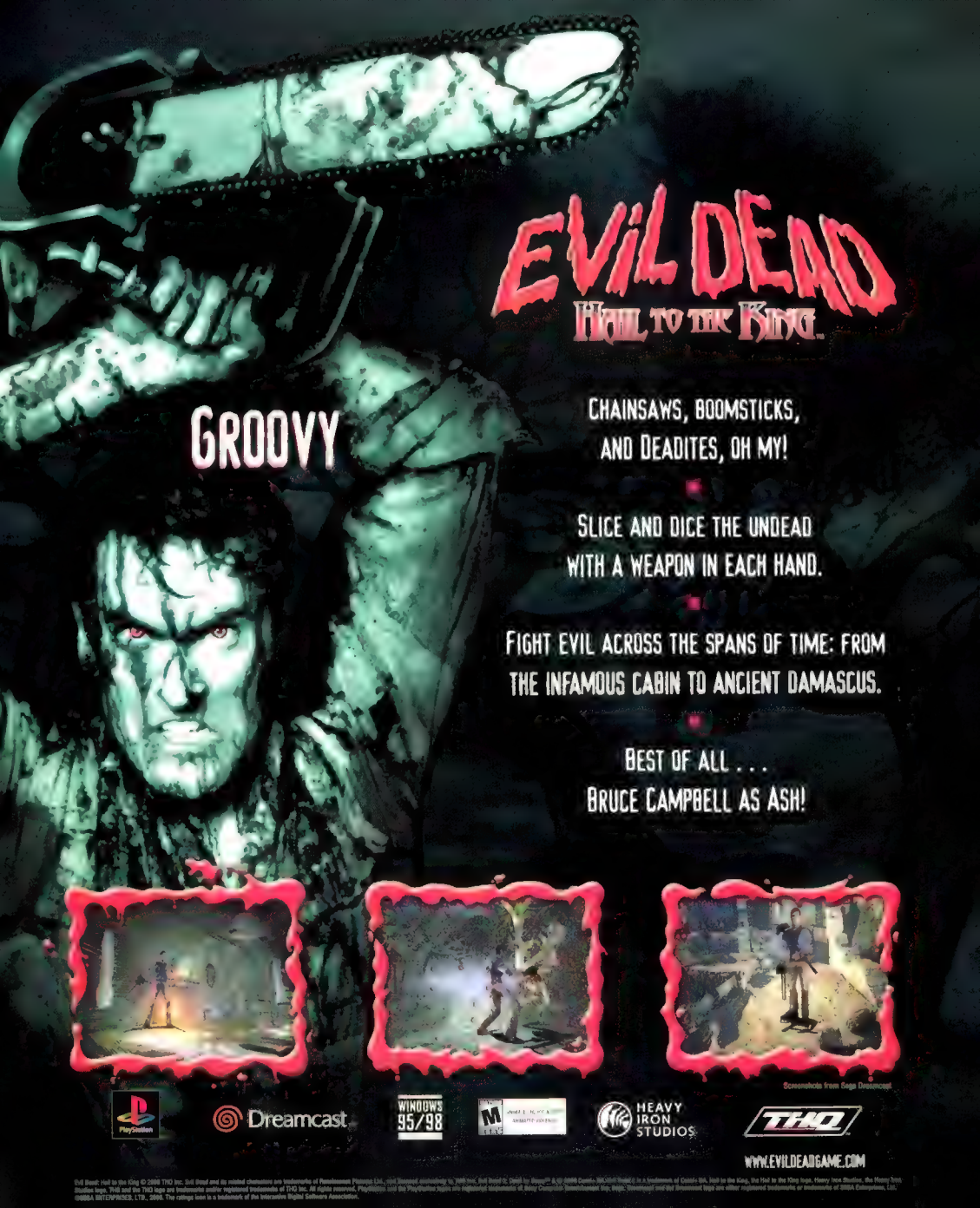

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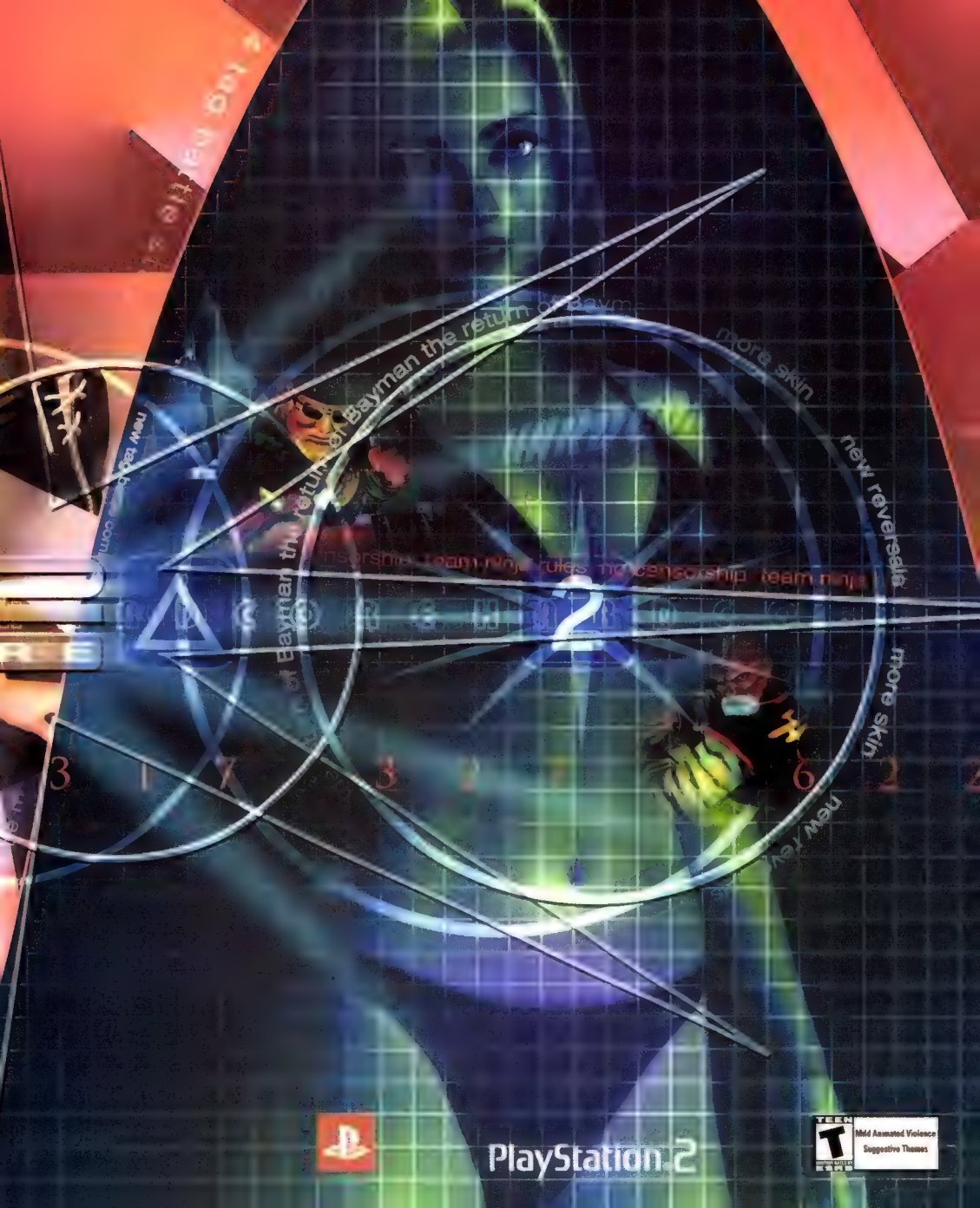
PlayStation 2
TEEN
T
Mild Animated Violence
Suggestive Themes

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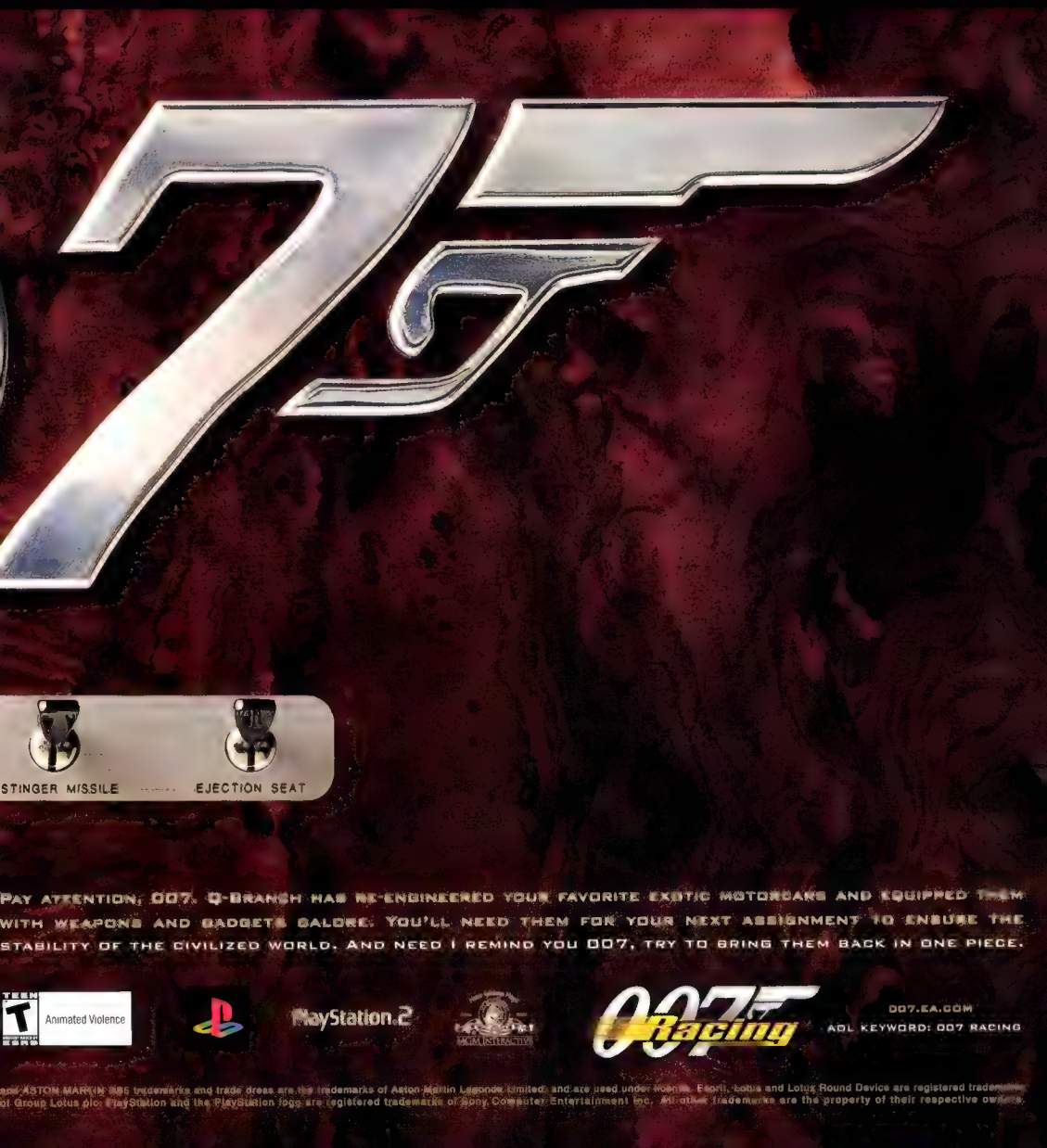

PAY ATTENTION, 007. Q-BRANCH HAS RE-ENGINEERED YOUR FAVORITE EXOTIC MOTORCARS AND EQUIPPED THEM WITH WEAPONS AND GADGETS GALORE. YOU'LL NEED THEM FOR YOUR NEXT ASSIGNMENT TO ENSURE THE STABILITY OF THE CIVILIZED WORLD. AND NEED I REMIND YOU 007, TRY TO BRING THEM BACK IN ONE PIECE.

T Animated Violence

PlayStation.2

007 Racing

007.EA.COM
AOL KEYWORD: 007 RACING

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Illustration by Mike Riesel

The "world's normal boundaries"?! According to whom, Mr. psychotik? "I like girl-on-girl action"?! Good for you, Orayus—but that's not why we featured Liz and Lori. Nor did we choose them to "get with the modern program." Liz and Lori love games, love each other, and that's good enough for us. And now for another opinion on the subject...

Couples Congratulations

Having been an avid video gamer for 24 years or so (I'm 34 now), I hail and commend you for your couples profile of Liz and Lori in *OPM* 38. To be honest I was surprised and relieved to see a same-sex couple grace the pages of a gaming(!) magazine. To represent diversity with such frankness in a publication as this shows a definitive and hopeful sign of forwardness and non-biased reporting for you and our slowly evolving society. Basically, you rock! And though I was already considering it, you've just put the icing on the cake: For the first time in at least 10 years, I'm actually going to fork over the money for a year's subscription to a magazine. Being a skateboarder, electronic

LETTER OF THE MONTH

Gaming Is the Best Medicine

My father celebrated his 60th birthday this past June, and for his gift I got him a subscription to *OPM*. He told me recently that it was the best gift he got for his birthday. He loves both the magazine and the demo disc that comes with it.

I love seeing him so happy.

My dad was forced into early retirement some time ago because he physically wasn't able to work. His muscles ached all the time, and over the years his condition got worse. He was finally diagnosed with a disease of the muscles and tendons called Fibromyalgia. It affects people differently. In my father's case, he has it throughout his entire body. Doctors told him the more active he was, the more pain he would be in. I think you can see where this is going.

About a year and a half ago my dad bought a PlayStation, since there wasn't really a whole lot for him to do. It's not like he is bedridden or anything. His pain is for the most part under control as long as he takes it easy. There isn't much that he can do that he enjoys. Luckily he can play video games almost pain free. And since I've been playing games for the better part of 31 years, it's like being a kid again. I have someone to play with. Actually I think it makes my dad feel like a kid again, too.

Basically video games and your magazine have made my family just a little closer. I get to talk with my dad about the latest games and the new PS2 (which he already has ordered with a deposit so he's guaranteed to get one). My mother even plays Gran Turismo and Driver with him.

I would like to ask everyone who thinks video games are a waste of time, and that nothing good ever came from playing them: If there's something that can make you forget about your pain or stress, and bring people a little closer together, how is that not good?

Thanks to everyone there for putting out an excellent product. Dad thanks you too.

John Abbott
jtmbabbott@voyager.net

Dad will also thank you, and us, for that nifty little Box of Joy we'll be sending your way. Just be sure to share all the goodies with Poppa Abbott. And continue to play together nicely.

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of goodies from all your favorite software companies. But absolutely no guy-on-guy action. We promise.

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Couples Controversy

I have been a faithful subscriber to your excellent magazine for going on two years, and until now I have loved every issue. However, as I was flipping through the pages of the November issue, I came upon an article that absolutely appalled me. It was on page 47, titled "Couples who play together, stay together." My obvious objection was the fact that your "couple" was two lesbians realize that you guys are trying to get with the modern program overcoming racial and sexist conflicts, but can't you just stick with what the majority of the public considers normal? I mean, what if I auditioned for this article with my extremely racist skinhead or Klanswoman girlfriend? Would you publish us? I doubt it! I don't like putting you guys down for anything, but please just lay off the modern stuff and stay within the world's normal boundaries.

psychotik_robotik@bouncingboob.com

Hey, *OPM*. I think you're a great mag, but there's one thing you did in your November issue that was kind of controversial. You put a lesbian couple in "Couples who play together, stay together." I have nothing against gays (in fact, I like girl-on-girl action). But I'm pretty sure there are kids who read your magazine, and parents may want to shield that kind of stuff from their children. Maybe you should just feature straight couples from now on. I don't mean to offend anybody—like I said, I like girl-on-girl action. Lesbians can get away with a lot of stuff, but if you put a gay couple in there (guy-on-guy action), I would really be sick.

Orayus@aol.com

Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**. The new contest picture, a juicy shot taken from Danger Girl, should be easy enough.

WINNER!
"A sexual dilemma for farmers."
himmighoefer@surft.de

NEXT MONTH
Think of something that'll titillate our funny bones, and you might be our next winner.

A DARK FUTURE...
AN UNCERTAIN PAST...

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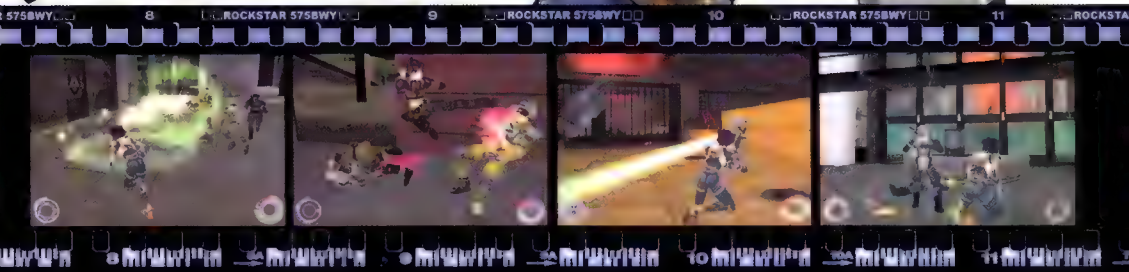

COMING SOON: THE ONI COMIC BOOK FROM DARK HORSE COMICS

Mac PC CD ROM BUNGIE

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T TEEN Animated Violence

Boston

DOLBY DIGITAL

HOME CAR MULTIMEDIA CUSTOM

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Boston

QUESTION OF THE MOMENT

This month you tell what you were doing when the PS2 launched. Next month, we'd like to turn your attention to GT3. Which car do you hope to see in the game? E-mail your thoughts to OPM@ziffdavis.com. Mark your notes GT3 Car.

I took one of my friends up to Software Etc. to pick up his PS2, then I went home and wept like a schoolgirl and tried to plan out how I could steal it. It was harsh, really
Deathscythe6443@aol.com

I woke up, went to school, and did homework
John Boreyko
jboreyko@intrex.net

Sleeping. Preorders are great. I avoided the rush and got mine later in the day
Brian Gallagher
Strider@grolen.com

I was repeatedly poking myself to remain awake after staying up the entire night, awaiting the most glorious day in the history of the world!
gamespell@juno.com

I was waiting in a cold, foggy parking lot in front of my local Wal-Mart for seven hours with my girlfriend. The wait was worth it—it's the best console ever. Until PS3, of course!
Jeremy Knasel
jknasel@hotmail.com

I was standing in line for my PS2! I waited for seven hours
Torrey Clark
tecn64@aol.com

Nothin'. I think I was watchin porn, or sleeping, I dunno
ElTravo00@aol.com

Sleeping on my desk at school
gopeder2000@rcn.com

I was unfortunately working at 12:01 a.m., and that sucked. Oh, well...I guess I have to slip some store clerk a fifty in order to get my PS2
Ellis Hardaway
jedimasterdarklonerl@yahoo.com

Anthony Antfactor

We're glad you enjoyed our couple, Anthony. But like we said before, we chose Liz and Lori simply because they're a loving pair who happen to be passionate about gaming. And while we're all for diversity, we're more focused on featuring interesting couples that have interesting things to say than making political statements.

Soundtrack Debacle

StrngeWlf@aol.com

Yeah, yeah, yeah...FFVI is technically a PS one game, even though it's a reissue of a 16-bit Super Nintendo game. So you're technically correct. But you're also technically annoying.

Potent Prognostications

Soulja4life1@aol.com

Cleo the Psychic said so? THE Cleo the Psychic?! Then it's got to be true! Oh crap! We're all doomed!

QUICK HITS

"What kind of aliens are playing football?! They're all pupils. I nearly crapped myself."

sat • ire (*n.*)

This is in regard t[illegible] Month. I am shocked and ot[illegible] bet so are at least 100 000 other read[illegible] The least you could hav[illegible] t. Whose side are you on anyw[illegible]

Some parents want to t[illegible] video games since they can't blame it themselves. It was [illegible] who were at fault. No wonder [illegible] school sh[illegible] If they were raised [illegible] their parents [illegible] wouldn't have happened.

The Daily Gazette

Tragedy Strikes In a Small Town

That author's statemen[illegible] video games [illegible] that never going t[illegible] video game[illegible] well-adjusted pe[illegible] annoyed, pissed-off game[illegible] angry and say movies are more dange[illegible] than video games [illegible] thought about that, you and your [illegible] less. Parents and Teach[illegible] Violence Council"? Leave ga[illegible] games alone, and stop l[illegible] on what our kids enjoy m[illegible]

WarPreed22@aol.com

All righty, WarPreed—take a deep breath. Now go back and re-read that letter. Notice anything funny about it? Like the fact that IT'S A SPOOF?! One very clever reader fabricated a story about rampaging Guardian Forces and deadly Soul Reavers, all of which nicely captured the absurdity of linking violence with video games. Why didn't we respond? BECAUSE WE THOUGHT IT WAS PRETTY DARN OBVIOUS THAT IT WAS SATIRE! Now we ask you: Whose side do YOU think we're on?

READERS' MOST WANTED

1. Metal Gear Solid 2
2. Madden NFL 2001
3. GT3
4. Dragon Warrior VII
5. SmackDown! 2
6. Soul Reaver 2
7. The Bouncer
8. Driver 2
9. Soul Reaver 2
10. Team Buddies

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED

THE SOAP BOX

I was one of those lucky bastards who glommed onto a PS2 on launch day (talk about maniacs, I'm surprised I came back with two arms!). Anyhow, I'm not here to gloat, but it's important that I'm one of the lucky few who went home with a system (kidding, of course). I picked up a couple of launch games that *OPM* recommended. I got SSX and Madden to start with, since I'm a big sports fan and, hell, who doesn't want to try snowboarding, even here in Kentucky! Go Wildcats!

So I'm sitting home before work, trying to sneak in the first game of my Madden franchise, when I noticed those eyeballs. Jesus crimany! What kind of aliens are playing football?! They're all pupils. I nearly crapped myself. Me and my wife (we're separated, trying to work things out) went to see *The Exorcist* just a few nights ago. That's what they reminded me of: possessed freaks!

Benjamin Gills

Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX

More Crash to Bash

Robert Kimmel

Thanks for the tip, Robert. Our Demo Disc editor must have gotten a bit too bored playing Crash Bash to realize there was more to the demo. And really now, can you blame him?

QUICK HITS

HOT TIP!
I was wondering when the PS2 is coming out? I heard a rumor that it is coming out in December. Is this true?
Fred Burg
[illegible]

Hot dang, Fred! The PS2 is coming out?! Wowee. We better get right on that story! Thanks for the tip!

BUYER...
HA HA HA HA!! I'm the guy who spent $6000 on a PlayStation 2 on eBay. HA HA HA and everyone else is missing out on PS2, I'm having too much fun, HA HA HA!!!
want2bejockid hotmail.com

HA HA, we are laughing at you, not with you. HA HA HAHAHEHO.

...BEWARE
If I paint my PS black and sell it to desperate dolts looking for a PS2, how much would I get?
Charles Cordero
[illegible]

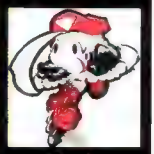
Oh, about $6000, we're guessing...

The Reader Art Challenge

Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Congrats to this month's winner, Jonathan Robinson, for his revealing rendition of Paylocke.

Jonathan Robinson
nemesisx75@hotmail.com

Samuel Kennedy
San Francisco, CA


"Erwin"
Optimuspinoynoy@aol.com

Official Contest and Sweepstakes Rules

[illegible]

Where Fingerprints would be if controller wasn't gripped so tight.
Friction burn got after getting in Hyde's Face.
9 stitches. Exactly 12 less than I gave Qubeley.
Minor blisters earned during 8-hour marathon.
From all-night tournament vs. Zolia.
Gash got going toe-to-toe against Psycho.

THE GAME IS IN 2-D. THE PAIN ISN'T. IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY. IN YOUR FIRST VIDEO GAME EVER. YOUR JOB: USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.

GUNDAM BATTLE ASSAULT™

PlayStation

BANDAI

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'S GREAT. ZO'S OUR PAL.
DOES THE COMPETITION LOVE ZO AS MUCH AS WE DO? THEY MIGHT IF THEY KNEW WHAT "ZO" STOOD FOR.
KONAMI
PlayStation.2
Dreamcast
E
OFFICIAL PRODUCT
nba
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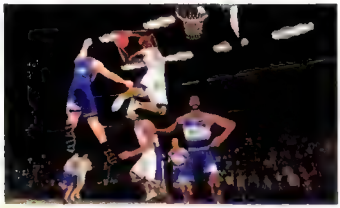
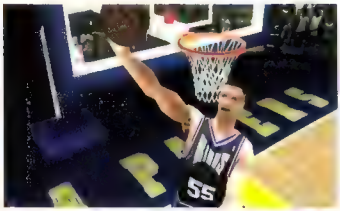
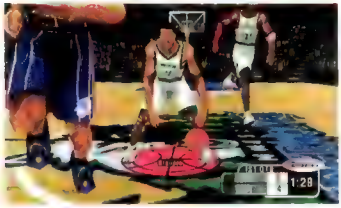


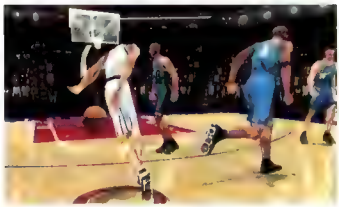


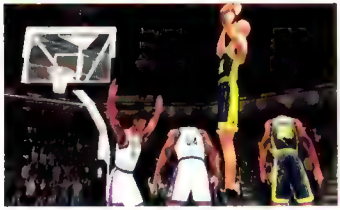
INTRODUCING

NBA 2NIGHT

OVER 25 DUNKS AND 40 LOW-POST MOVES TO DOMINATE YOUR OPPONENT.
PLUS COMMENTARY BY STUART SCOTT.







OVER 500,000 SERVED

The most sought-after product of this holiday season commands massive lines and outrageous prices. Half a million people walk home happy on Oct. 26. Millions of others wait patiently for future shipments.

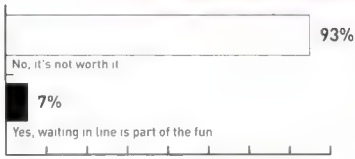
One million units of the PlayStation 2 were originally planned to be available at its North American launch on Oct. 26. Great. Just what the gamers related and were stoked to see at the [illegible] number ran [illegible] ist, leaving [illegible] a dozen months. People realize, that [illegible] there not be enough [illegible] demand [illegible] there aren't [illegible] one [illegible] No one predicted the [illegible] Oct. [illegible] Madden [illegible]

[illegible] San Francisco [illegible]

Metacon [illegible] Just a [illegible] or [illegible] lined [illegible] Metacon [illegible] Hall. Metacon [illegible] [illegible] Metacon [illegible] [illegible] [illegible]

"Our first batch went on sale at noon on Oct. 26—and sold out in less than 30 seconds!"
—Amazon.com

WOULD YOU SPEND HOURS WAITING IN LINE TO BE THE FIRST ON YOUR BLOCK TO BUY A SONY PLAYSTATION 2?



Poll taken from cnn.com on Oct. 26. 40,251 total votes taken

IMPORTANT PS2 DATES

June 1996 - Ken Kutaragi moves on to begin work on successor to the PlayStation

March 2, 1999 - Technical specs for the PS2 are revealed to the world

Sept. 13, 1999 - Sony announces details on Japanese launch and shows first PS2 games.

Feb. 18, 2000 - Sony holds its first PS2 festival in Japan and allows gamers to check it out.

March 4, 2000 - PS2 officially launches in Japan

March 6, 2000 - 980,000 PS2 systems already sold in Japan

May 11, 2000 - U.S. PS2 shown for the first time. Sony announces Oct. 26 U.S. launch date and info

Sept. 27, 2000 - Sony announces only 500,000 PS2s to be available at launch.

Oct. 26, 2000 - All hell breaks loose.

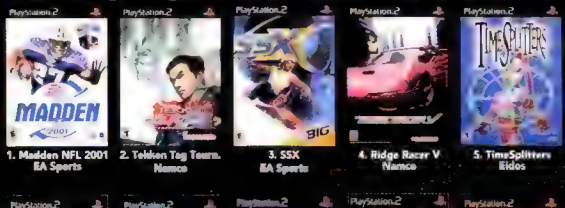
Don't have yours yet?

What's the holdup?

"Take a picture of a PlayStation 2, put it in an envelope, and stick it under the tree with a note saying that you'll buy your children one as soon as it becomes available."
—Wal-Mart

Above: Imagine being stuck after this guy! The second person in line for a PS2 at the Metreon paid almost entirely with coins. Left: Check out those mad Tekken skills.

Top-selling PS2 games for the week of Oct. 22 to Oct. 28



Source: PC Data

LEONARD HERMAN
CAUGHT UP IN THE HYPE

As a historian, I've always been more concerned with the past than the present. Today never interests me until it becomes yesterday. So whenever a new video game console comes on the market I tend not to be interested in it until it's not so new anymore. During my 22-year love affair with video games I've never purchased a console on its launch date. I never had to. With a collection of more than 1,600 games, I have plenty to keep me busy.

That all changed on Oct. 26, 2000.

I should have learned my lesson last year. When the Dreamcast went on sale I fell victim to the hype and conveniently found myself at a Comp-USA on its launch day. The mere fact that Comp-USA was sold out made me want to buy the system even more. I picked one up a week later and by that time there were plenty in stock.

So did I learn the valuable lesson of preordering? Of course not!

Last December I began purchasing DVDs even though I didn't have a player to watch them on. Some of my favorite movies were available and they were inexpensive. I reasoned that I would be buying a DVD player eventually and these movies might not be available then.

By January I was itching for that DVD player, and by that time stores were beginning to take preorders for the PS2. But I couldn't decide whether I was going to get a DVD console that played games (NUON) or a game console that played DVDs (PS2). After seeing the two at E3 last May I was leaning toward the NUON, especially since the first DVD console with the NUON chip was scheduled to be on shelves a month later. I knew I would get a PS2 eventually, but my priorities had shifted.

Well that first NUON-powered DVD player arrived in June, but it cost $500 and the reviews for it didn't exactly rave about the games. By then I had amassed over 20 DVD titles and was impatient to watch them, so I went out and bought a no-name bare-bones DVD player for $140. I couldn't wait around until the PS2's debut in October. Hence, once again no reason to preorder.

By then the news started coming out that Sony wouldn't have enough consoles to fulfill demand. Since I hadn't preordered, I figured there was no sense in doing so, because stores couldn't guarantee delivery. Then the news arrived that Sony would be cutting by half the number of consoles that it would deliver.

On Oct. 26 I went to my local Software Etc., where I was greeted by a list of names of those who would be getting consoles. Inside I watched those who had the forethought to preorder pick up their machines. I actual got to see a PS2 box! I then promised myself that I would never let this happen again.

So now I'm waiting for the preorders to begin for the PS3. Hey, who knows? I may get one before I can get a PS2!

Leonard Herman [illegible]

Sony PS9 On Sale Now

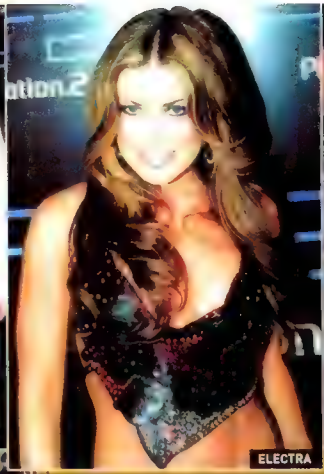
What's this? PlayStation 9? Did I miss something? Actually, no. This is the advertising campaign Sony used for the PS2 for the launch. The basic premise: The year is 2078 and the PS9 is now available. The system has spores that can tap right into your adrenal gland, and comes with such features as a mind-control system, improved retinal scanning, holographic movie surround vision, and telepathic personal music. Sounds pretty intense, huh? Well, then the PS9 commercial comes to a close, a PS2 comes into the light, and the text reads: the beginning. For those who haven't seen it, the entire commercial is very futuristic and *Matrix*-ey. It's definitely cool. And it kinda makes you wonder what games might actually be like in 2078.

"The most important thing is to make sure that first and foremost we have a very successful launch so we can grow the installed base of the hardware as quickly as possible. At the end of the day, when you have a large installed base, that's a bigger business opportunity for all the companies that publish on that platform." —Kaz Harai, President SCEA

The U.S. has never seen such outright enthusiasm for a game platform before. Whereas in Japan it is common to see lines outside game stores for a video game platform launch, never before has this happened in the States. Pictured to the right is *EGM*'s surly Canadian.

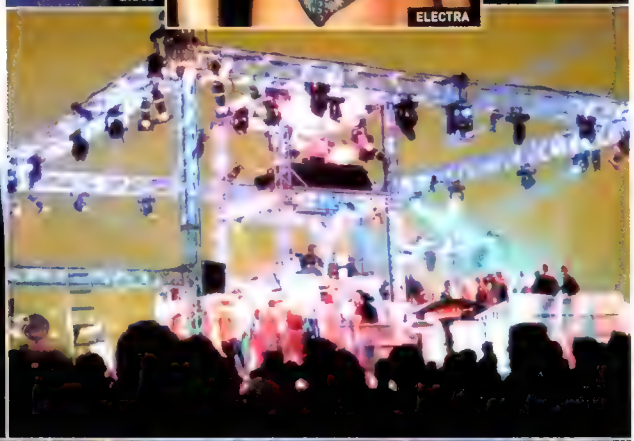
Party Time

BIGGS


ELECTRA

MARSTERS

PHILIPPE



TOMMY LEE POSSE

VIN DIESEL AND LARENZ TATE

MATT AND TREY

MATURE
M
CONTENT RATED BY ESRB
Animated Violence
Animated Blood and Gore
Suggestive Themes
PlayStation
EIDOS
INTERACTIVE

MURDER AND MAYHEM INTERRUPTED BY FREQUENT DRESSING AND UNDRESSING.

fear effect 2
RETRO HELIX

www.feareffect.com

Mikami's Little Secret

Resident Evil producer Shinji Mikami has slipped us word that he's developing a new survival horror game for the PS2 called The Devil May Cry. Apparently, it's even darker than RE.

CHRIS GORE
TRUTH IN ADVERTISING

I can't stand packaging that bends the truth, exaggerates or just blatantly lies. We've all seen products that advertise themselves as "new-and-improved" but generally aren't. How many times have we all bought some sugar-coated cereal only to realize that the prize inside is just some hunk of cheap plastic and not a cool hot rod? (Cheerios, in fact, still puts strawberries on the box even though there isn't a damn strawberry to be found.)

And I can't tell you how many times I've bought a *Batman* comic book with the headline on the cover "Robin Dies!" only to read it and discover that Batman only thought Robin was dead. I even ordered that six-foot working submarine advertised in the back of the comics and it turned out to be an oval-shaped cardboard box. Suckered again. Fruit juices with only 10 percent fruit juice, vitamins that give you power, fruit roll-ups that will make the sky open up and take you to the rainbow world where it rains candy...ENOUGH!

The point is that companies will say anything on the outside of the package to get you to open your wallet and shell out the cash to buy what's inside. The video game industry is no different.

I'm a gamer from way back. How long ago? This was a long, long time ago, before even *The Empire Strikes Back* came to theaters the very first time! I can remember my first game system vividly. I got an Odyssey 2 that had an actual keyboard attached to the console. I really wanted to play the football game, which featured an amazing rendition of a running back blazing a trail. The game itself was just a bunch of white dots (which didn't even look like people) on a green background with lines. The sound consisted of varied uses of "hiss." It sucked.

The Atari 2600 was even more blatant, with games like Battlezone featuring a painting of an epic war scene complete with spectacular exploding tanks. Dots.

No matter what game I bought back then, it seemed that the more fantastic the picture, the lamer the result. Space Combat. Dots. Baseball. Dots. Solaris. Dots. Galaxian. Dots. Nothing ever matched the picture on the cover. Even the modern game systems never seemed to match the artist's imagination when it came to an epic war scene, a stellar sporting event or a galactic space war.

Now, with the release of the PS2, everything has changed. The PS2 represents the first time in video game history when the picture on the cover of the package actually represents what the game looks like! I've been waiting my whole gaming life for this! And for that we should all applaud.

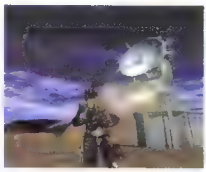
Me? I'm holding back tears of joy...(sob).

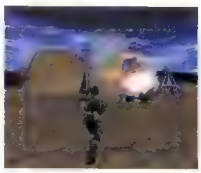
Chris Gore [illegible]
of Film Th[illegible]
www.filmthreat.com

Chrono Trigger To Hit U.S. Shores?

Fan letters prompt Square to consider it

Sony Online Announces Planetside





DATA STREAM

Sega on PS one?

Sega of Japan has informed us that the company will soon be porting many of its huge library of games to other platforms, mentioning the PS one as a strong likelihood. The company intends on raising revenue by focusing on software rather than hardware. Did someone say Sonic on PS one?

KOF Still Alive

Good news, fighting game fans: King of Fighters 99 for the PS one is headed to the U.S. after all. Although the release was in doubt due to SNK's unfortunate U.S. departure, Agetec has snapped up the rights and will release it this month.

Hardcore Babes

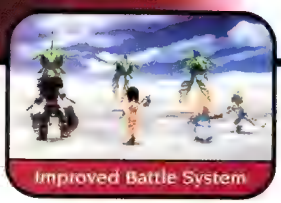
Knowing that well-endowed, scantily clad babes have been an integral part of the appeal of its DOA series, Tecmo has placed a new ad in Maxim that shows off its assets. The ad is meant to parody the front cover of the men's magazine.

OVERHEARD: JIMMY FALLON

"I can't marry you...I just got PlayStation 2. It's very time-consuming."

—Saturday Night Live's Jimmy Fallon, during a Weekend Update sketch.

PlayStation.2
SOMETIMES, IN ORDER
TO COMPLETE YOUR JOURNEY,
YOU HAVE TO GO BACK
TO ITS BEGINNING.
LEGACY OF KAIN
SOUL REAVER 2
RP
EIDOS



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U.S. Patent No. 5,818,553 5,846,132

TEEN T CONTENT RATED BY ESRB

Animated Violence
Mild Language

FINAL FANTASY IX

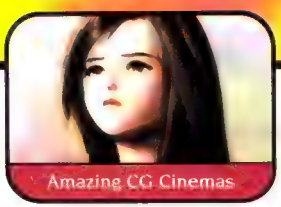
PREPARE YOURSELF

for a world of mystery and magic

for a journey of danger and discovery

for characters you'll never forget

for the most amazing adventure ever



PlayStation

SQUARESOFT

PICK A WORLD
WE'LL TAKE YOU THERE

"[Lara Croft's] now become human. That's my only worry. But the positive part of it is, I'm all for curves on a woman, and feeling sexy, and not hiding from it and kind of enjoying it, and hoping that everybody will enjoy it as well."

–Angelina Jolie

On the *Tomb Raider* set with Angelina Jolie

CHARTING NEW WATERS

A new movie, a new game, a new star—Lara Croft is finally being reborn in the style she deserves

Lara Croft has narrowly cheated death yet again.

Just a few seconds earlier, Croft's trademark silhouette emerged from the shadows of a dark tomb buried deep below the earth in the jungles of Cambodia. Forty feet beneath her, three men, flanked by a small army of machine gun-wielding thugs, spot Croft as she peers down at them. Suddenly, gunfire pierces the air, bullets whizzing by the world's most famous virtual heroine.

"Hold your fire!" shouts a man in a black hat. Judging from his chiseled good looks and perfect diction, he's obviously a bad guy.

But Lara knows these men. And she knows their plans are about to go awry. With a knowing smirk, she tells them as much.

They're not happy to hear it.

Frustration evident in his voice, the man in the black hat shouts up to Lara: "Lady Croft! Can you give me one good reason why I've kept you alive?"

It's a valid question—one that we've been wondering ourselves for quite a while. Can anyone offer any good reason to keep this once-great character alive? After five games in as many years (including Tomb Raider Chronicles, which should be hitting retail as you read this), many have questioned whether Lara Croft has lost her relevance.

Heck, even Adrian Smith, director of operations at developer Core, agrees. "I'm very pleased to say Chronicles is the last in the series as we currently know it," Smith told us. "We're delighted because it's the end of a long period for us and the beginning of something very new."

Indeed. But after five long years, Lara is finally getting the treatment she deserves. We recently flew to England to spend two days on the set of the *Tomb Raider* movie, chatting with cast and crew, including the beautiful Angelina Jolie. And that's where we witnessed the above scenario. This wasn't an event from a game. No, it was an actual moment from the film, which we watched as we stood on the very impressive set, Jolie in full costume as a perfect Lara Croft.

We also stopped off at Core's offices to find out the latest on the PS2 Tomb Raider game, which finally will be a radical departure from the Tomb Raiders of past.

And we're convinced. A new big-budget movie due out in the summer of 2001. A new direction for the next-generation games. A new life for Lara Croft.

Film adaptations of video games have been a mixed lot at best, with most being barely worthy of a straight-to-video release. But any doubts about the production values and the potential quality of the forthcoming *Tomb Raider* film were quickly put to rest the moment we set foot on the vast sound stages of Pinewood Studios just outs de of London.

Not only did we wander through the inside of Croft manor, complete with intricate Victorian details and a high-tech command center. Not only did we get lost in an immense underground tomb (walls l ned with hundreds of stone monkey warriors, a giant Buddha on one end, hanging vines dangling throughout, ledges and corridors and fal n stonework everywhere). Not only did we see a vast set filled by an enormous model of the planets (apparently constructed by a long-lost civ l zat o). But we also saw an impressive cast and crew with an equally impressive list of awards and cred ts behind them.

Start with Simon West at the helm, a man who also directed b ockbusters l ke *Con Air* and *The General's Daughter*. And then there's producer Lloyd Levin (*Boogie Nights*), for whom th s project was a labor of love. "Fandom came f rst, then pursuit and then acquisition of the rights," Levin told us. "I really like the game—I have a real respect for the

For the latest on the Tomb Raider movie, go to www.tombraidermovie.com.

start as I l ng [ ] is Gamboo , and expect four to five r g l nc ud ng a thr l ng Dungee ba let sequence set [ ] Mex [ ] Gamboo an tomb where Jolie w [ ]

But as we all know, without a well-developed story, these k [ ] not ng more than a hours. That s where [ ] As soon as West sign [ ]

"[Angelina Jolie] is Lara Croft. There's very little difference between the two of them."

character—but so does everyone else here. I think everyone shares the same enthusiasm. I have. Whether you're looking at the cast, at the production design or the wardrobe—it's all being taken very seriously." And that was ev dent from our conversations with other cast and crew members, who have worked on everything from recent Bond f lms to *The Patriot* and *The Mummy*.

This is no throwaway production. This is no *Super Mario Bros.* or *Mortal Kombat*. This is a big budget extravaganza worthy of the Tomb Raider l cense. Even the sets themselves are spectacles. "You have the biggest stage in Europe right here," says production designer Kirk Petruccelli, "and we filled it." But the sheer scale of the sets is just the [ ] [ ] [ ]

Stick the landing and they'll call you a champion.

Don't and they'll call you an ambulance.

freestyle MOTOCROSS: McGrath vs. Pastrana

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Undefeated Freestyle Champion

Jeremy McGrath
11-time Supercross Champion

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PlayStation

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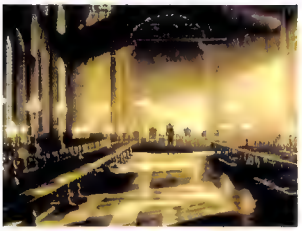
TOMB RAIDER CONTINUED



With majestic sets and exotic locales, *Tomb Raider* has a visual style that rivals the game.

is a child. So there's a whole emotional child abandonment theme in there as well. That father, by the way, is played by none other than Jolie's real-life father, Jon Voight.

Finally, and most importantly, there's the star of the film. Ask anyone on the *Tomb Raider* set what he thinks of Angelina Jolie, and he'll quickly bring up Lara Croft. The enchanted actress has managed not only to fit Croft's legendary proportions, but also capture her character perfectly.

"She's the only person I ever thought could play it," says director Simon West. "She is Lara Croft. There's very little difference between the two. We don't even discuss what [Lara would do in a situation] because she is Lara Croft and I know what she would say or do in any situation."

For Levin, casting Jolie took on an extra [illegible]

[illegible] sequence in the film. And according to special effects supervisor Chris Corbould, Jolie has all the right stuff to pull it off. "Angelina's such a gutsy lady," Corbould says. "She makes our stuff look good."

[illegible] gamers expect a faithful rendition of their favorite series? Or will the film take Lara in whole new directions? From what we've seen, perhaps a bit of both. The challenge is to make [illegible] movie," explains Levin. "I think from the point of view of the [illegible] a little bit, the game fans, [illegible] doesn't look like they've seen it before."

[illegible] expect to see many of Lara's [illegible] about the film. "We've got some quite [illegible]," Crane. But the team didn't stop there. "Sometimes we [illegible] making a copy of the game [illegible]."

All [illegible] films. Paramount has had [illegible] And [illegible] We don't even discuss what [illegible] because she is Lara Croft and I know what she would say or do in any situation."

[illegible]

LARA'S NEW LOOK

With a body that defies human proportions, and an immediately recognizable signature outfit to complement it, Lara Croft has become an icon of sorts. But don't expect to see that trademark rubbery blue shirt gracing Angelina Jolie's body. Rather, the star of *Tomb Raider* will be decked out in more muted blacks and grays.

That's because Jolie is quite sensitive about the colors she wears, according to Oscar-winning costume designer Lindy Hemming. "A lot of the color scheme—even though I'm very happy with it because it's quite moody and modern—is actually because Angelina is one of those people who feels uncomfortable in color," Hemming told us.

Moreover, director Simon West wanted to make sure the film retains Lara's look, while updating it to be a sleeker, more modern version. And Hemming wholeheartedly agrees with that direction. "If you read the script—the way it describes her life—it didn't give her opportunities to look like Mad Max, really," Hemming says. "Of course, in the beginning we talked about that. But when you read the script, and you look at what happens, it never leads you that way. It always gives you a more high-techy feeling."

Croft fans will be glad to know, though, that Jolie's outfits will still be quite revealing. On the day we saw Jolie shooting a scene, she was wearing what Hemming describes as one of her signature outfits: "Really tight black T-shirt, really tight black trousers, her gun belt with a new skull-and-crossbones brass buckle on it. And her very, very modern backpack, which is not like the backpack in the game, but a shiny carapace modern-looking backpack with a molded plastic feel."

Her silhouette is almost exactly the silhouette that everybody's expecting," Hemming adds. "Everything she's got on—from her boots up through her holsters, her guns, her backpack—is all tailor made to her. She looks like a modern, up-to-date silhouette of Lara. She looks quite trendy, anyway."

Also expect to see plenty of flesh—which will surely please all the fanboys out there. In one action scene, Jolie is wearing pale gray silk pajamas that apparently shows ample amount of midriff. And she's got other outfits that are even more revealing. "She's got 13 different costumes," Hemming says, "but some of them are as little as a towel."

A WHOLE NEW GAME

When Core began working on Tomb Raider for the PS2 some 18 months they put together an almost entirely new team. The developer wanted to take Lara in a new direction, and an injection of fresh blood was long overdue. But according to Adrian Smith, director of operations at Core, th[illegible] isn't the only new thing about Tomb Raider. Lara now has a new look, the game now a darker feel, and the story is now much more important. In fact, story is such a key element that the team at Core has basically plot[illegible] led out enough material for years to come. "Let's write the Tomb Raider book," Smith told his team. "Let's think about the next 20 adventures that Lara Croft will go on. And rather than just producing that as the next game, let's think about that as the next 'X' amount of games."

[illegible]'s in that book," Smith was coy about the details, not wanting to divulge too much. But he did tell us that we'll see a completely different La[illegible] going to be involved in some things that she has really no control over," Smith says. "She's put in situations that are totally alien to her. All the privileged life she's had, rising from a great family and a nice house, and all the doors have opened for her because she's been the infamous Lara Croft—all [illegible] going to be shut to [illegible]." And Lara will no longer be the sweetheart we've grown used to. Circumstances are going to drive Lara into something almost like the underground—the dark, the [illegible] the criminal element of [illegible] plains. Not by choice, but that's her only path she can take to bring herself out [illegible]."

The new games will now be episodic. Smith likened each release to an *X-Files*. Each "chapter" will be self-contained, but will have a bigger picture. The first game is going to feed people [illegible] of information," Smith says. "We're going to open up lots of doors, and tell people lots of things, and leave a lot of them open. Sow that seed that she's involved in something infinitely bigger, and it's not going to be singularly resolved in this adventure."

[illegible] don't exp[illegible] with promises to put up [illegible] extra content online to supplement the games. Maybe you'll find a bit of back story to follow, or maybe Core will release online playable side [illegible] ing other characters—Smith can't say for sure yet until he knows m[illegible] broadband plans. But expect to see plenty of supplemental [illegible]ent online that will appear between each chapter.

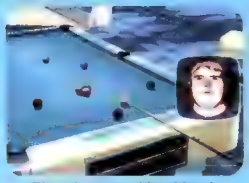
The gameplay will also be quite different. Core is finally abandoning the clumsy control scheme that's plagued the series, opting for [illegible] Mario-style control. Lara will also [illegible]olve differently depending on [illegible] player, using an RPG-like [illegible]hanic of leveling-up different skills the more they're used. [illegible]d to form a lot more of a bond between pe[illegible] and the char[illegible] plains. "We're trying to tailor the character more to the [illegible]ture indeed," Smith told us that with all the [illegible] might even drop "Tomb Raider" from the name of the [illegible] her name will survive," Smith [illegible]ing diffe[illegible]

It's a whole new game[illegible] with promise.

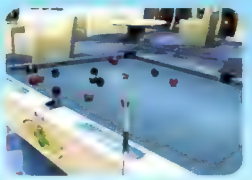
PlayStation.2

Q-Ball

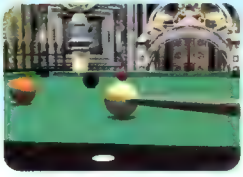
BILLIARDS MASTER



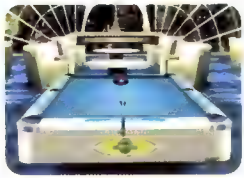
Play alone or with a friend



Master the techniques used by the pros!



The most beautiful pool halls in the world!



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CONTENT RATED BY ESRB

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PlayStation

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STAN LEE

SOMETHING TO MARVEL AT

OK, so I'm not the world's greatest authority on games and gaming. I don't have to be! A guy doesn't have to be a digital demon to appreciate awesome action and scorching special effects. But I just wanna give you my reactions to a few of the Marvel-related video games I've seen lately.

Of course, there's one thing I've gotta warn you about. Since the games I'm talking about feature Spider-Man, the Fantastic Four and the X-Men—plus a whole kaboodle of other mighty Marvel guest stars—it won't be easy for me to be totally objective in my observations. It's like writing about your family; they may drive you up the wall sometimes, but hey, they're still your family, right? Anyway, I'll try to stay cool as long as you allow me a little latitude for bragging. Deal?

Let's start with Activision's X-Men: Mutant Academy. This one's a real rocket ride, with so much action that they didn't bother to include a story! All you've gotta do is beat all your opponents to a pulp as you guide your favorite X-Man through too many battles to count. You'll even have to fight other good guys! And there's no chance of getting bored 'cause you've got a total of 10 superpowered combatants!

But let's not forget Capcom's Marvel Vs. Capcom! This one actually combines a mixed ménage of Marvel heroes with those from the Capcom company. Where else can you find Spidey and friends going head to head with superstars like Mega Man or enemies like Venom? There are also friendly battles like Spidey vs. Hulk—or even Captain America vs. Captain America! (Don't ask me how it happens; see for yourself!)

Since I'd never leave out the Fantastic Four, let's talk about Acclaim's 1997 version of the world's greatest fighting quartet. Unfortunately, this one isn't quite as imaginative or inventive as some of the others. You just grab yourself a favorite Fantastic Four member and use him or her to knock the stuffings out of the bad guys. Of course, no game can be too much of a dud when you add She-Hulk to the mix!

As disappointing as Fantastic Four may have been, Spider-Man from Activision makes up for it. The opening sequence gives you the chance to gird your loins and get set for the carnage to come. Then, just before the mayhem, comes the best part of all. You get to hear my favorite narrator starting you off at the first level. (Modesty forbids me from mentioning the name of that superb orator!)

And away we go! The action's intense and inspired and keeps increasing as you zoom along. To me, the best part is all the other colorful cavorters you get to meet along the way—the Black Cat, the Scorpion, Jonah Jameson, Daredevil, the lovely Mary Jane, the Rhino, Venom, Carnage, Doc Ock and Mysterio. I might have omitted a few, 'cause I don't want you to think I'm bragging too much!

I also got a kick out of seeing Spidey in his alien symbiote costume and a ton of other costumes rather than his usual duds. There's even a way for you to unlock everything the game has to offer without actually earning it, including the collection of classic comic-book covers that—aw, hey, I might as well leave some surprises for you!

Till we meet again, True Believers...Excelsior!

Stan Lee spends most of his time these days helping to de[illegible] pandemonious plethora of superheroes for stanlee.net. [illegible] knows no better for creating [illegible] ponders [illegible] Spider-Man, the X-Men, the Fantastic Four [illegible]

PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

1. Reflections is best known for what series besides Driver?

2. If Sega bought PS2s with all the money it earned on DC launch day, roughly how many units could be purchased?

3. Who is Angelina Jolie's dad?

4. Who is the youngest person to ever portray Lara Croft?

5. What company publishes Tomb Raider comic books?

6. The original Gran Turismo featured how many cars?

7. What was wrong with GT2?

8. "I am the ambassador / Of Kickyourassador" is a quote from a song on which game?

9. Counting *P.S.X.*, *OPM*'s predecessor, how many Editors in Chief predated John Davison?

10. Why is Enix's Dragon Quest RPG series in Japan known here as Dragon Warrior?

Answers

1. [illegible] 2. [illegible] 3. [illegible] 4. [illegible] 5. [illegible] 6. [illegible] 7. [illegible] 8. [illegible] 9. [illegible] 10. [illegible]

DATA STREAM

Mini-Me on PS2

Austin Powers fans listen up: The spy who loves to shag will soon be hitting the PlayStation 2 courtesy of Take 2. There's no word yet on what the game will be like, but we do know that it won't be a version of the canceled Austin Powers kart-racing game for the Dreamcast. Which is good.

An Epic License

Several companies are vying for the game rights to the highly anticipated epic film *The Lord of the Rings*, due out in theaters in about a year. Word has it that EA is close to nailing it down. Let's just hope the game's production time won't mirror that of the movie's: three whole years!

Woo Goes Digital

Film director John Woo has teamed up with several studios to form a new game developer called Digital Rim. Woo will personally work on the studio's first PS2 title.

OVERHEARD: PS2 CODE NAME

"In the earliest days, people referred to it as being '2' without putting the PS on it. They were like, 'Let me tell you about the 2.'"

—Kaz Hirai, president of Sony CEA, on what the PS2 was originally code-named.

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Dirk Does PS2

Yo, have to hand it to Dirk the Daring. For the past [illegible] the company has [illegible] Dragon's Lair and Space Ace! [illegible] And [illegible] certain new [illegible] the PS2, the latest [illegible] Playstation. Complete [illegible] aforementioned [illegible] at all three [illegible]

[illegible] Awesome [illegible] Dirk's voice [illegible] nationwide. Being [illegible] simple looking Pac-Man. Frogger. These [illegible] quite revolutionary at the time. But [illegible] more games like them today. The gameplay [illegible] pointing joystick in the proper [illegible] proper time, you [illegible] Dragon's Lair and debuted in 1983 [illegible] Still Time Traveler, a sequel released [illegible] certain degree of success in 1992, based almost entirely on FMV presentation that featured live actors [illegible] directly out of the cabinet. Because [illegible]

Fans of classic video games don't want to [illegible] retelling of their arcade past. [illegible] news. Up and at 'em, Dirk! [illegible] throwing [illegible] advised that anything [illegible] includes your PS2 [illegible] after each move [illegible] have to see it the Watch option if you want that.

Couples Who Play Together, Stay Together

Anyone who doesn't play games with a loved one is missing out—or so we've come to believe. This month we present two hardcore gamers: Kimberly, 19, and her fiance Jason, 26, from Everett, Wash. Both spend their working hours at the gaming stores they manage. Now if we can only have them hide a couple PS2s for us.

How did your gaming come about?

Jason: We met when we worked at different games stores. So playing was a pretty natural thing.

Kimberly: He always came to my store. The first time he asked me out I said no. But we ended up working together. I couldn't resist.

Did you get a PS2?

Jason: Yep. We're sharing one. The launch was crazy.

Kimberly: At my store we had under 10 systems, and I was surprised by how polite everyone was.

Jason: My store was more hectic. A kid got his system stolen right outside. There was nothing we could do. I felt so horrible.

Do you guys get hit on at work?

Jason: It happens to her.

Kimberly: There are two types of guys who flirt with me. One thinks I know nothing about games—that I'm stupid. And the other thinks I'm the greatest thing in the world: a girl who knows games.

Has gaming enhanced your relationship?

Kimberly: It would be difficult if one of us wasn't into games as much as the other. But as it stands, we both love games.

What would you change about the games industry?

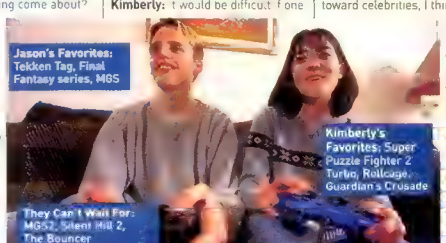
Kimberly: I'd like for release dates to be more accurate.

Jason: Although sequels are nice, I'm more into original concepts. I'd like if companies got away from sequel-itis.

What about celebs in games?

Jason: It can't hurt. It's like a joke in most games. It's not really a selling point to have the King of Pop to box in Ready 2 Rumble Round 2.

Kimberly: If they aim games toward celebrities, I think it's bad. I don't want to see Ben Affleck in some Armageddon game where you have to save him at all costs.


Jason's Favorites: Tekken Tag, Final Fantasy series, MGS
Kimberly's Favorites: Super Puzzle Fighter 2 Turbo, Rollcage, Guardian's Crusade
They Can't Wait For: MGS2, Silent Hill 2, The Bouncer

What's your cat's name?

Kimberly: Theodore. After the Chipmunk.

Does Theodore (the cat) try to play along, or just meow annoyingly?

Kimberly: He tries, but he usually just bites the cords. Right now he's sitting on the PlayStation 2, staring at us.

Jason: It must be the humming that encourages him.

WE WANT YOU!

If you play PlayStation games with your friends, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. If you are lucky you may find your ugly mugs and gaming story in our magazine. If you're going to send a pic, only send duplicates; materials cannot be returned due to the volume of letters we get. Send mail to OPM Couples c/o Ziff-Davis Media Inc., [illegible] Attn: Frank D. [illegible] or e-mail us at OPM_us@ziffdavis.com. If you're selected as the Couple of the Month you'll win a free game along with notoriety!

WIN A VIVI DOLL!

We're giving away 300 of these limited-edition Vivi dolls, which you won't be able to find in any stores anywhere! If you've played Final Fantasy IX, you know you want one. And if you haven't played FFIX—well, what are you waiting for! Just send a letter or postcard to: "SQUARESOFT/OPM Vivi Doll Giveaway," P.O. Box 28569, Santa Ana, CA 92799-8569.

Official Contest Rules:
1. No Purchase Necessary. To enter, send a letter or standard-sized postcard containing your name, address and phone number to "SQUARESOFT/OPM Vivi Doll Giveaway" P.O. Box 28569, Santa Ana, CA 92799-8569. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by Jun. 31, 2000. All entries become exclusive property of Squaresoft and will not be acknowledged or returned. Ziff-Davis Media Inc. and Squaresoft assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household. 2. Prizes: 300 Grand Prize winners will receive one (1) Vivi doll. Grand Prize has an approximate retail value of $10. Winners shall be determined by a random drawing of all valid entries by Squaresoft, whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prize become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States only. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff-Davis Media Inc., Squaresoft nor their respective affiliates, subsidiaries, divisions or promotional companies are responsible or liable for any damages, losses or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "SQUARESOFT/OPM Vivi Doll Giveaway" Winners List, P.O. Box 28569, Santa Ana, CA 92799-8569. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

GABBY GABBY

Beach volleyball's beauty queen gets chatty

OPM: What got you interested in volleyball?
GABBY: I was 6' 3" since I was 15 years old and it wasn't so much that I was interested in volleyball, but that coaches singled me out. So, it chose me. Since then, I've had a love affair with it.

OPM: Are you still modeling?
GABBY: Modeling was a means to an end. Once I turned professional I was able to make a living as "myself."

OPM: Is there a magazine cover you did that you favor more than another?
GABBY: I had a really practical view of modeling. My first cover impacted me. I was like, "Wow." But after that it's work, and I didn't get emotionally involved.

OPM: How did you get involved with Power Spike Pro Beach Volleyball?
GABBY: They were looking for people to get involved on the woman's side. They showed me some of the program and I liked it.

OPM: What does it mean to be in a game?
GABBY: My favorite part is that I can perform better than I can in real life. That's pretty cool And it's nice to be involved with things where you need to have a sense of humor about yourself.

OPM: Did you ever daydream during sixth period of your high-school junior year that you'd be in a video game?
GABBY: No. I was praying to get through all of the things that time in life brings up. "Please God, let me stop being a dork."

OPM: What makes a woman sexy?
GABBY: I think when a woman thinks she's sexy and it's not an act, but a real thing, and she feels good and confident, I can't imagine there's anything hotter than that.

OPM: What makes a game character sexy?
GABBY: When it's a little better than real life, where you're teetering in the zone of fantasy, but there's enough reality that you can buy into it.

OPM: What does being a role model mean?
GABBY: I try to be as positive as I can be. But by no means do I try to be perfect and or say and do all the right things. I just try to be honest, while keeping my privacy. But who you see out in the world is really who I am. And I try to take the role-model tag seriously. But it doesn't dictate the way I live.

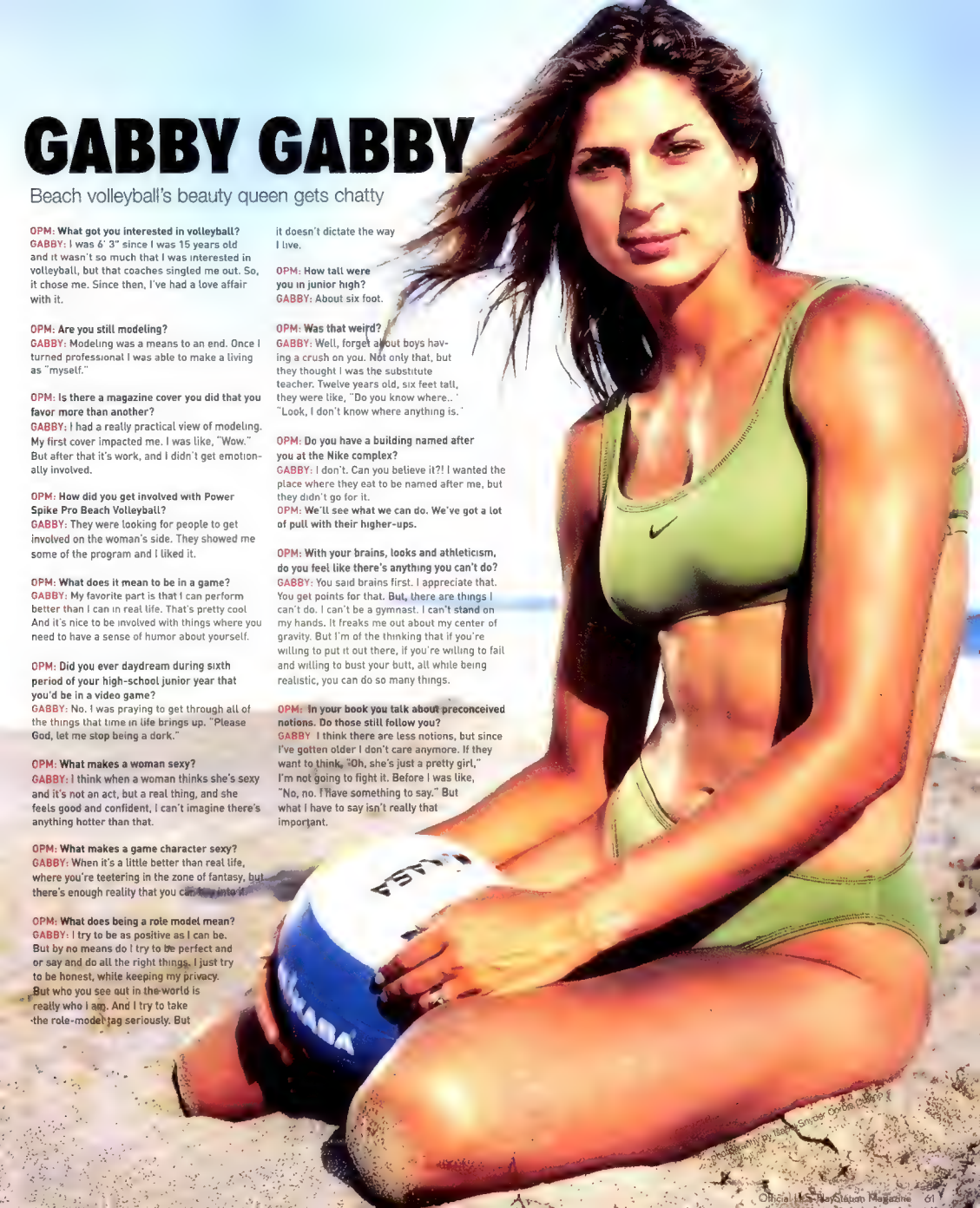
OPM: How tall were you in junior high?
GABBY: About six foot.

OPM: Was that weird?
GABBY: Well, forget about boys having a crush on you. Not only that, but they thought I was the substitute teacher. Twelve years old, six feet tall, they were like, "Do you know where.. ' "Look, I don't know where anything is. '

OPM: Do you have a building named after you at the Nike complex?
GABBY: I don't. Can you believe it?! I wanted the place where they eat to be named after me, but they didn't go for it.
OPM: We'll see what we can do. We've got a lot of pull with their higher-ups.

OPM: With your brains, looks and athleticism, do you feel like there's anything you can't do?
GABBY: You said brains first. I appreciate that. You get points for that. But, there are things I can't do. I can't be a gymnast. I can't stand on my hands. It freaks me out about my center of gravity. But I'm of the thinking that if you're willing to put it out there, if you're willing to fail and willing to bust your butt, all while being realistic, you can do so many things.

OPM: In your book you talk about preconceived notions. Do those still follow you?
GABBY I think there are less notions, but since I've gotten older I don't care anymore. If they want to think, "Oh, she's just a pretty girl," I'm not going to fight it. Before I was like, "No, no. I have something to say." But what I have to say isn't really that important.



Photography by Isaac Brekken

NASCAR PlayStation 2

EVERYONE E

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BURNIMUS MAXIMUS RUBBERUS

WORKIN' THE HAMMER. WORKIN' THE WALL. WORKIN' YOUR WAY TO FLAG-TO-FLAG DOMINATION. THINK YOU GOT THAT KINDA GAME?

BRING IT IF YOU GOT IT TO NASCAR® 2001. THE RACING DYNASTY FOR THIS CENTURY. NEXT CENTURY. AND THE CENTURY AFTER THAT.

IF IT'S IN THE GAME, IT'S IN THE GAME.™

EASPORTS.COM · AOL KEYWORD: EA SPORTS

Video Game Publisher Poll

Which Game System Will Own the No. 1 Market Share?

note. Nintendo Gamecube and Sega Dreamcast received 0%

Source: Forrester Research, August 2000

ZOE FLOWER

PLAYSTATION GAMES AND PUSH-UP BRAS

As a member of the video game press, I've listened to marketers drone on about the elusive and untapped "girl market," heard feminists scream for equal representation, witnessed publishers find ways to incorporate cleavage into all their ads, and interviewed game designers thoroughly confused by the entire gender issue. Alas, all the market research, media hype and heated debate has turned the once-elusive "girl gamer" into an unfortunate stereotype by definition:

• girl gamer [gh-er-L gay-mer]:

1] She who demands more "realistic" female representation and will "frag your ass" if you don't comply or believe otherwise. Can be found ranting in various female-only newsgroups on the Internet, or competing in Quake competitions for a new pair of army boots. [Also see "grrl gamer"]

2] She who is spoon-fed pink fluffy games but would rather use PlayStation as a bookend. Can be found shopping for a new push-up bra after fighting with her boyfriend, who was caught drooling over Lara's "guns." [Also see "girlie gamer"]

As a girl who has quietly played video games all her life, I find the entire "girl gamer" concept annoying. Go ahead and "frag my ass," but I don't need more feminine characters to relate to.

Games have always represented a form of escapism. They require some imagination to believe in a pixelated fantasy, whether it's Pong or Metal Gear Solid. This is how I can relate just as well to the plight of Crash Bandicoot and Spider-Man as I can to Aya Brea and Lara Croft (perhaps Spidey more than Lara). How realistic do we need to be? I don't want to play as a slightly overweight divorced renegade librarian who seeks anti-cellulite power-ups and battles an end boss for alimony payments.

As for the cotton-candy games for girls, it's time for publishers to wake up and smell the imposter perfume. No matter how cutesy and sweet the content is, no amount of Barbie or Mary-Kate and Ashley will bring females into the market until we change the negative social connotation attached to video games.

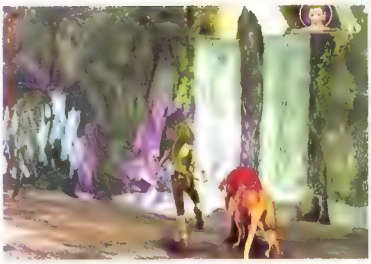
Growing up as the only girl in the arcade, I know better than any market researcher or game publisher what issues come into play. But don't listen to me, because I'm not supposed to exist. I defy definition simply because I enjoy my PlayStation and my push-up bra at the same time.

On behalf of those of us who "don't really exist," please drop the girl from "girl gamer" and let us get on with playing just like everyone else.

Zoe Flower is a presenter at [illegible] Electric Playground. She [illegible] www.elecplay.com. And she [illegible]

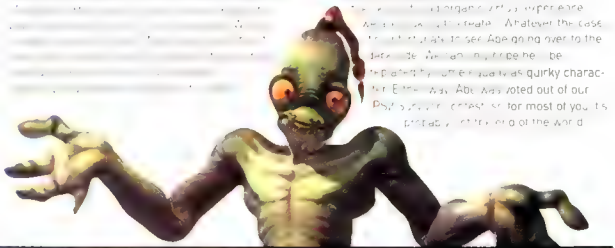
3DO'S NEW BABE

Former Playboy Playmate of the Year assumes new role as Vicky



Abe Can't Get in Touch With Emotion Engine

[illegible] Others like [illegible] create the Penny, [illegible] have hated [illegible] other reasons [illegible] Abe due to the [illegible] to deliver [illegible] Whatever the case [illegible] to see Abe going over to the [illegible] be [illegible] quirky character Ellen. Alas, Abe was voted out of our [illegible] for most of you. It's [illegible] of the world.



WWW.PENNY-ARCADE.COM
What prompted the X-Box exclusive for Munch's Oddysee?
Well, we think the X-Box is a superior development platform. And I've always really liked fat sacks full of cash money
Do you like my hat? It's made of MONEY!
Would you like to stay for lunch? I think we're having MONEY!

New for the PlayStation®2!

The critically acclaimed action game MDK™2 Armageddon is coming to the PlayStation®2 computer entertainment system. MDK™ became an instant classic with its offbeat humor and the ingenious Sniper Helmet that could shoot an enemy in the eye from a mile away. Now, picking up where the original MDK™ left off, **MDK™2: Armageddon** features a new 3D engine, advanced graphics, and new gadgets for outrageous gameplay.

Play as three different characters, each with his own unique experience:

- Sneak, snipe and shoot with the reluctant hero, Kurt Hectic, in his new Coil Suit, now with Cloaking ability, and his Sniper Helmet with Ricochet Bullets.
- Solve puzzles as the brilliant Dr. Fluke Hawkins, using wacky inventions like the atomic toaster and his fearsome alter-ego, Mr. Hyde.
- Blast enemies with four different weapons simultaneously with Max, the six-legged, jet-pack carrying, robotic dog.

MDK™2 Armageddon includes incredible new items for enhanced gameplay, more humor, and a totally new experience. Bioware, creators of the best-selling RPG Baldur's Gate™ are taking the MDK™ universe to all new levels of comic Action!

COMING SOON

MDK2 ARMAGEDDON

Interplay www.interplay.com

DEVELOPED BY BIOWARE® CORP

PlayStation 2

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Last-Minute HOLIDAY BUYER'S GUIDE

IT'S DECEMBER 12TH. WHAT WERE YOU SUPPOSED TO REMEMBER ABOUT THIS MONTH? YOU'VE ALREADY STOCKED UP ON ROCK SALT... PICKED UP EXTRA WOOD FOR THE FIRE...OH, CRAP, PRESENTS! YOU FORGOT THE PRESENTS! WELL, NEVER FEAR, PROCRASTINATOR: WE HAVE THE PERFECT GIFT LIST FOR YOU. WE'VE EVEN THROWN IN OUR RATINGS, AND THE AVERAGE PRICE. JUST FOR YOU. YOU LAZY BASTARD.

Simply scan these handily organized categories to find the perfect gift for the person who.

...WAS LUCKY ENOUGH TO GET A PS2

Madden NFL 2001

EA Sports, $50 ●●●●◐

Smuggler's Run

Rockstar $50 ●●●●◐

SSX

EA Sports, $50 ●●●●●

CHAMPIONSHIP Surfer™

www.championshipsurfer.com

Tournament
Namco, $50 ●●●●◐
This Play
bowling minigame Madness

TimeSplitters
Eidos, $50 ●●●●●
This first person shooter has some of the fast

...HAS LOTS OF FRIENDS (AND A MULTI-TAP)

Crash Team R ng
Sony CEA, $20 ●●●●●
s general Mar
Kart Wi

Hot Shots Golf
Sony CEA, $20 ●●●●

Micro Machines
Codemasters, $40 ●●●●
Though the

WWF Sma kDown 2: Know
THQ, $40 ●●●●●

You Don't Know Jack!
Berkeley Systems $20 ●●●●◐

...HAS TOO MUCH FREE TIME

Final Fantasy IX
Square EA $40 ●●●●●
T title of Square's role play no game
writing,
n gam

Front Mission
Square EA, $40 ●●●●◐

MTV Music Generator
Codemasters $30 ●●●●

RPG Maker
Agetec $40 ●●●●◐

Star Ocean The 2nd Story
Sony CEA $40 ●●●●◐

...HAS TOO LITTLE FREE TIME

Metal Gear Solid VR Miss
Konami, $40 ●●●●
Des

Mr Driller
Namco $40 ●●●●◐

Resident Evil 2 Dual Shock
Capcom $20 ●●●●●

Spider Man
Activision $40 ●●●●●

Activision $40 ●●●●◐

..."DOESN'T PLAY VIDEO GAMES"

Natsume $20 ●●●●
e that anyone can

Sony CEA $20 ●●●●●

GT Interactive $20 ●●●●

Sony CEA $35 ●●●●●

Sony CEA, $40 ●●●●●

...WEARS SPORTS-THEMED UNDERWEAR

M
EA Sports $40 ●●●●◐

EA Sports $30 ●●●●●

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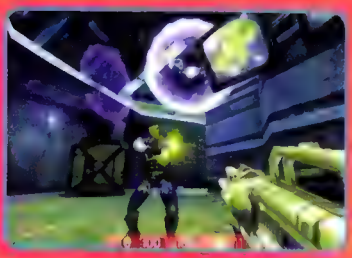
MATURE M
Animated Violence
Animated Blood and Gore

LEVEL

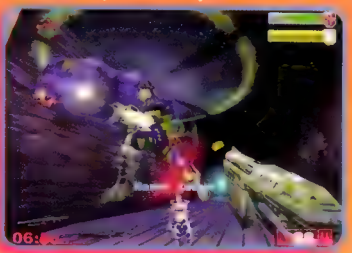
Dreamcast

PlayStation.2

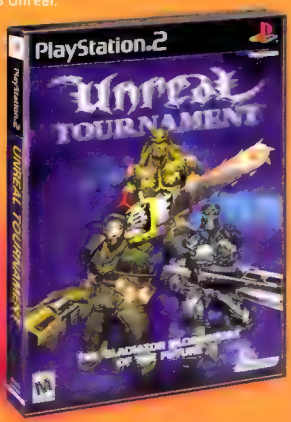


Get up close and personal in the first-person perspective with over 10 weapons of destruction! Screenshots are from the PlayStation®2 syste

Go online with up to 8 players on your Sega Dreamcast™, play 2- or 4-player split screen, or network 2 PlayStation®2's systems with i.LINK™.



Experience dazzling graphics and a multitude of maps and weapons – all in a frame rate so fast it's Unreal.



Unreal™ Tournament's fast and furious, single and multiplayer experience comes to life on PlayStation®2 computer entertainment system and Sega Dreamcast.™ Lead your team of virtual teammates against the deadliest gladiators in the galaxy. Mind-blowing realistic 3D graphics. High-octane gameplay. Totally Unreal combat action. Just be sure not to lose your head.

Quick HITS

For the Comic Fan

Holiday Movie Fix

Appetite for Destruction

Vehicular Combat

Game-Show Games

Puzzlers

Only 10 Bucks!

Prehistoric Fun

Catch 'em All

Running From the Law

Shoot Stuff

NBA Live 2001

EA Sports, $40 ●●●●

For the basketball fan, it doesn't get any better than this. [illegible] NBA Live. Like EA's Madden franchise, this game is all about realism, but they haven't forgotten the pick-up-and-play fun of the game. It's nearly nothing but net.

NFL Blitz 2001

Midway, $30 ●●●●●

This version of Blitz is definitely the best of the three. Even this ultra-arcadey football game is far from real, but the four-player action and unbeatable intensity should appeal to sports fans anyway—and anyone else, to boot.

NHL 2001

EA Sports, $40 ●●●●

After [illegible] finally got it just right with Blitz 2001. The game calls to mind the glory of NHL [illegible]

...LIKES TO DRIVE REALLY, REALLY FAST

Colin McRae Rally 2.0

Codemasters, $30 ●●●●●

It's [illegible] without question the greatest rally game ever to grace the PlayStation. The most important element for a game like this—the feel and handling of the cars—is absolutely perfect. Check out this month's Review Crew [illegible]

Driver 2

Infogrames, $40 ●●●●

This may not be a racing game, but its dead-on physics engine should appeal to any auto fan. It was hard for us to choose between this game and the original Driver, but we prefer the more realistic cities and two-player mode.

Gran Turismo 2

Sony CEA, $20 ●●●●●

This is the ultimate game for [illegible]

Need for Speed: High Stakes

Electronic Arts, $25 ●●●●◐

This is the most polished and deep entry in the venerable [illegible] series. Whether you're [illegible] the opportunity to [illegible] pedaling miscreant.

Speed Storm

Electronic Arts, $30 ●●●●

[illegible] remarkably [illegible] nonetheless. You'll take to the [illegible] courses in a powerful stock [illegible]

...JUST LIKES SHOOTING THINGS

G-Darius

THQ, $35 ●●●●

[illegible] Darius, but if you're a big fan of side-scrolling shooters, it's apparently [illegible] you find it, grab it; otherwise check out the almost every-bit-as-good G-Darius—just watch out for the [illegible]

[illegible]

EA Games, $40

●●●●

Perfect for [illegible] and *Saving Private Ryan* fans alike, this first-person [illegible] the French Resistance during World War II. [illegible] but this violence is only for the sake of historical [illegible]

Quake II

Activision, $30 ●●●●

[illegible] was supplanted [illegible] PC [illegible] II Arena is still head-and-shoulders above most [illegible] place in the hearts [illegible] gamers. For fans everywhere, [illegible] this version was a remarkably faithful translation.

Star Trek: Invasion

Activision, $40 ●●●●◐

If you're not a Trek fan, you'll be [illegible] Star Trek: Invasion. Wait, you [illegible] and breathe Star Trek: this is a dream come true—a chance to fight side by side with the Enterprise [illegible]

Twisted Metal

Sony CEA, $20 **N/A**

This game of vehicular combat came out nearly a year [illegible] Twisted Metal: Black will bring back the [illegible] entry in the car-combat genre. We're still playing Twisted Metal: Black will bring back the [illegible]

...LIKES TO SLEEP WITH THE LIGHTS ON

Alone in the Dark

Fox, $30 ●●●

Though this game wasn't rated as high as most of the others on this guide, that's mainly because of the insane level of difficulty. In terms of atmosphere, it's a total [illegible] creepy enough to scare the pants off [illegible]

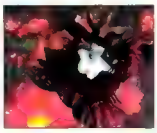
Dino Crisis 2

Capcom, $30 ●●●●

Dino Crisis 2 may actually be a better game [illegible] original is still scarier. You may not have found Dino Crisis to be a terrifying experience, but imagine actually living it. Would *you* want to go two out of three with a T. rex?

Parasite Eve II

Square EA, $20 ●●●●



Though this may fall more [illegible] creepy than truly terrifying, the [illegible] rendered [illegible] featuring the horrible mutation of [illegible] make that will stick with you. Trust us.

Resident Evil: [illegible]

Capcom, $20 ●●●

This game got lower marks for a mix-up that made [illegible] attack [illegible] But it contains the original Resident Evil, and few games have managed to [illegible] same feeling of pure dread. It's a survival horror classic.

The power of an immortal...

The soul of a human...

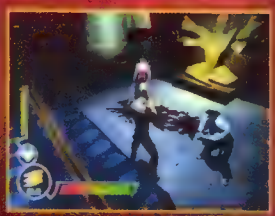
The heart of a hero.

BLADE

YOU'VE SEEN THE MOVIE – NOW LIVE THE LIFE OF THE DAYWALKER.

Live the film
Defeat vampires, zombies, cop collaborators, and more of the movie's netherworld.

Ammo, baby!
Eliminate evil using guns, knives, grenades, fists, feet... and of course, swords.



Gothic 3-D locations
Backdrops for battle include Chinatown, sewers and the Gothic Civic Museum.

PlayStation

GAME BOY COLOR

HAL CORPORATION

MARVEL
www.marvel.com

ACTIVISION.
www.activision.com

PRODUCTS RANGE FROM TEEN TO MATURE
T-M
CONTENT RATED BY ESRB
Animated Blood and Gore
Animated Violence

Screen shots taken from PlayStation® game console gameplay. MARVEL and BLADE TM & © 2000 Marvel Characters, Inc. All rights reserved, Published and distributed by Activision. Activision is a registered trademark of Activision, Inc. © 2000 Activision, Inc. Made™ for PlayStation developed by Homeworkend, Homeworkend is a trademark of Homeworkend Ltd. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Blade™ for Game Boy Color developed by HAL Corporation. HAL Corporation is a trademark of HAL Corporation. Licensed by Nintendo. Game Boy, Game Boy Color and the Official Seal are trademarks of Nintendo of America Inc. © 1989, 1998 Nintendo of America Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. All other trademarks and trade names are properties of their respective owners.

Konami, $20 ●●●●

Now this is the stuff that nightmares are made of. It's a survival horror adventure set in a town filled with demented creeps, noises and shuffling undead monsters. A tin knives, will keep your skin pricking fast into the night.

...IS STILL STUCK IN THE '80S

Arcade Party Pak

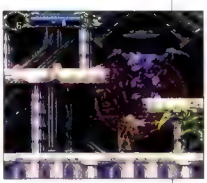
Midway, $20 ●●●◐

This collection of old school games may be a bit hard to find, but it's worth the hunt down for anyone who spent time [illegible] the '80s. Classics like Joust and Smash TV show just how fun simple can make a great game.

Asteroids

Activision, $20 ●●●◐

Of the recent trend of resurrected games, Asteroids is a surprising, deft update of a timeless classic. The game adds next-gen graphics and extra modes without sacrificing any of the simplicity and charm of the original title.



Castlevania: Symphony of the Night

Konami, $20 ●●●●●

This was hailed by some as the best game [illegible]. What's surprising, considering its [illegible] date back to the late '80s. But a huge quest and wonderfully updated 2D graphics make it as riveting today as it was 10 years ago.

Namco Museum Vol. 1

Namco, $20 ●●●◐

Ms. Pac-Man, Galaxian, Dig Dug and Pole Position—some of the greatest arcade games of the '80s all on one disc with enough supplemental material and game history to keep the fires of nostalgia burning. What's not to love?

Pac-Man World

Namco, $30 ●●●●

Here's another surprisingly solid update to a classic game. Join Pac-Man as he journeys through a beautiful 3D world in a simple yet deep platform adventure featuring all the elements of the original: ghosts, power pellets and a...

...WANTS TO RULE THE WORLD

Civilization II

Activision, $20 ●●●●◐

When it comes to delusions of grandeur, few games satisfy that megalomaniac urge like Civ II, in which you guide humanity from the Stone Age to the Space Age and beyond. It's incredibly time-consuming, but equally rewarding.

Command & Conquer: Red Alert

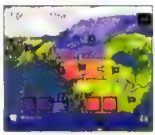
Electronic Arts, $30 ●●●◐

[illegible]

[illegible] War

Infogrames, $35 ●●●●

A truly unusual take on turn-based strategy. You control [illegible]



[illegible]

Hasbro Interactive, $20 ●●●●

[illegible]

Warbirds: Armageddon

Hasbro Interactive, $35 ●●●◐

[illegible]

...JUST GOT A PS ONE

Ape Escape

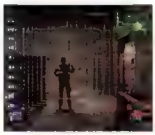
Sony CEA, $20 ●●●●●

Considering all the games in this category, as a part-time [illegible] Ape Escape is one of the greatest PS [illegible]. Ape Escape [illegible]

Final Fantasy VIII

Square EA, $20 ●●●●●

Another lush, RPG-tastic [illegible] is the most realistic-looking one [illegible], and it's quite up to the norm [illegible] standard of Final Fantasy. [illegible] make up for it. This and FFT are great [illegible] to RPGs.



Metal Gear Solid

Konami, $20 ●●●●●

[illegible] considered by most [illegible] the greatest PS one game available. It features [illegible] cinematic story with [illegible] and some of the most impressive [illegible] where [illegible] great.

Tekken 3

Namco, $20 ●●●●●

[illegible] a 2D fighter [illegible] recognize Tekken 3 as the best [illegible] game on the PS one. The roster is [illegible] enough [illegible] to [illegible] the engine is [illegible] deep [illegible]

Tony Hawk's Pro Skater

Activision, $20 ●●●●◐

This game, [illegible] for skaters and [illegible] the game [illegible] past. With [illegible] and [illegible] the [illegible] great [illegible] design is robust and [illegible] system, and a [illegible]

Snip-n-Shop CHECKLIST

PS2

RACING FIENDS

MULTIPLAYER

SHOOTERS

EDGE KILLERS

FRIGHT-FESTS

QUICK FIXES

RETRO

GAME SKEPTICS

MEGALOMANIA

PS one PRIMER

SPORTS FREAKS

STREET FIGHTER EX3

Capcom's legendary fighting series heralds a new generation of games in Street Fighter EX3. Awe-inspiring realism and unbelievable graphics bring the world of Street Fighter to life in this amazing tag-team free-for-all. Choose from 16 characters to play 1-on-1, 2-on-1 and even 1-on-3 battles!

T
TEEN
ANIMATED VIOLENCE
ESRB

PlayStation.2

CAPCOM
capcom.com

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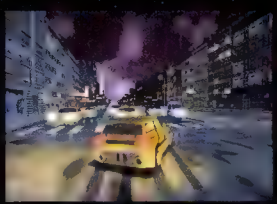
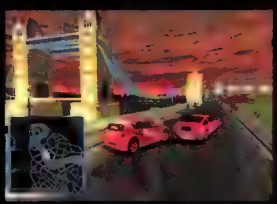
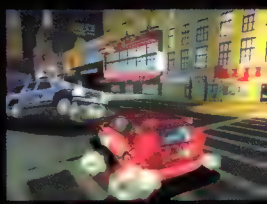
You know the rules.







PlayStation 2

湾岸 MIDNIGHT CLUB
STREET RACING

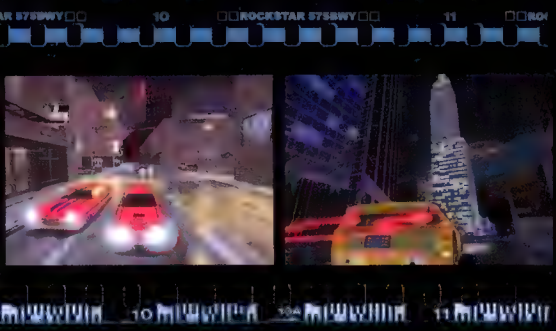
In secret gatherings around the world a mysterious group of urban street racers, known as the Midnight Club, race for pride, power and glory in sleekly customized, tricked-out sports cars. Speeding through crowded streets, running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the "Midnight Club".

"an amazing sense of reality....one of several must-haves for PS2 launch"
- Gamer's Republic, Sept 2000

"an exhilarating experience, one that you'd expect to get from the latest Hollywood big budget chase scene, Rather than a console racing game"
- Next Generation, June 2000

There are no rules.

- Racing action in two accurately modeled cities on both sides of the Atlantic - New York and London!
- 17 different performance enhanced cars to race - concept prototypes, foreign sports cars, muscle cars and pickup trucks.
- Play in a persistent world - with interactive traffic, pedestrians and law enforcement.
- Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.
- Winning cars are tuned up with equipment from street-racing specialists such as Dimmer, VeilSide, Zender, Neuspeed, Wings West and more...



www.rockstargames.com/midnightclub

Cutting edge soundtrack from some of the world's leading techno/drum and bass artists- Dom and Roland, Derrick May and Surgeon

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T TEEN Animated Violence

Clish MacLaver Gossip Gossip

GOSSIP, RUMOR AND SCANDAL. GAMING'S BIGGEST SECRETS DUG UP AND SERVED WITH GRAVY

I've been working the scene like a mad thing for the past month and I've managed to dig up all kinds of goodies. As ever, most of this is stuff that no one is prepared to say "on the record," but I'm certain that all my information is accurate. There are some exciting things afoot—especially for PlayStation 2.

SNAKE WON'T BE HANGING OUT WITH ZOE

It seems that those of you looking forward to the U.S. release of Z.O.E. because of the possible inclusion of a playable Metal Gear Solid 2 demo are going to be disappointed. I can't confirm this absolutely and positively, but while swigging back some ales with my Konami spy, there was some talk of how the recent FTC report had helped change the whole strategy on this front. The demo will still be on the Japanese version of the game I understand, but because Z.O.E. is likely to be rated "T" here in the States, the team doesn't want to include a demo of an M-rated game. Why not just do some kind of demo that's been tailored for a "T" market, then? In the movies we get trailers for R-rated films that have been edited for content, so what would be the difference? Such are the joys of being constantly scrutinized, I guess.

SYPHON FILTER

I was hanging out with the guy who writes Quartermann for *Electronic Gaming Monthly* at a party the other week and we stumbled into a heated conversation that concerned the fates of a number of well-known franchises. It seems the third Syphon Filter is the center of some considerable debate at the moment, as the team decides which direction to take it. There's some pressure to try to outdo Metal Gear once and for all. New development boss Shuhei Yoshida seems to have a very different attitude to getting games out, and it appears that we will no longer see the same old crap dumped into stores every year. Syphon Filter is being treated with such care and attention that, although it may not be out for at least another year, and but almost certainly won't be called Syphon Filter 3 in an attempt to revitalize the game, you can expect Sony to go with a subtle line like they have with Twisted Metal: Black.

WARHAWK???

Same party, same conversation—but I feel this is so significant had to give it to you as a separate story. Absolutely no one I've talked to, trapped or pinned down will go on the record and admit there's a new Warhawk game in development. Sony reps claim that the only reason it's being rumored is because it was cited in a presentation at a Sony press event as being something produced by the guys who are now working on Twisted Metal: Black. My drunken friends indicated otherwise, though, and were enthusing wildly about the opportunities the game would enjoy on PS2. I guess this doesn't necessarily mean that it's happening, but at least there's a possibility.

MEDAL OF HONOR CONTINUES ON PS2

Medal of Honor Underground will almost certainly be the last game we see on the series on PS one. The next release will very likely be a PC version of Underground, followed next year by a completely new game developed specifically for PS2. My contacts at EA and DreamWorks are hinting that the new game will be much closer to Spielberg's original brief than any of the others. While it maintains the bigger picture elements of previous games in the series (a bunch of different stories that all intertwine), we can almost certainly expect some spectacular action sequences to go along with all that sneaking about. Although not particularly publicized at the time, DreamWorks' original idea for Medal of Honor was that it would be the video game tie-in with *Saving Private Ryan*.

While we've never actually seen a game of the movie, there are rumors that characters such as Tom Hanks' Captain John Miller, Matt Damon's James Ryan and even Giovanni Ribisi's Irwin Wade will make some kind of appearance in future games. These actors might not necessarily provide the voices, but the Medal of Honor storyline is rumored to acknowledge the events of the movie and will incorporate the timeline into its own.

WHAT'S ALL THIS CRAP ABOUT SEGA DOING PS2 GAMES?

So are they or aren't they? Rumors are flying around left, right and center, and no matter whom we ask, no one seems prepared to give us a straight answer. For the longest time it looked as if Sega had struck a deal with Acclaim to help port some of the bigger franchises to PS2. Crazy Taxi is allegedly kicking around in playable form at one of Acclaim's studios. Now that Sega has made its announcements about becoming a network game provider, though, it appears that things have changed. Although still refusing to acknowledge that the Dreamcast's days are numbered, the gaming giant *has* acknowledged that its games brands are stronger than its system, and that it needs to think differently if it's going to make lots of money. Sega has already struck a deal with Nintendo to do Game Boy games, and this looks likely to expand into Gamecube stuff later. We've also heard that a number of big franchise games are heading to Xbox.

So what about PS2? If Sega really is all about making money now, and it's serious about wanting to be more of a software publisher, it would be foolish to ignore the system. I'll keep digging and bring you more news next month. Keep your fingers crossed that goodies like 18 Wheeler are coming our way soon.

GRAN TURISMO TEAM THINKING ABOUT DOING A ROLE-PLAYING GAME?

I'm sure Yamauchi-san would argue that Gran Turismo is evolving into something of a role-playing game of sorts anyway, but he's also hinted lately that he's keen to build a team at Polyphony that will work on a traditional (for want of a better word) RPG that really pushes the PS2. No word on what the subject matter will be yet. I'll keep you posted.

TEKKEN 4 2001

Since the Japanese release of Tekken Tag Tournament, the team at Namco has been working on an entirely new episode in the series that I've heard is going to be very different from previous games. While episodes thus far have had their roots firmly in 2D gameplay, the new game will be much more of a 3D affair—possibly taking the mechanics of Soul Calibur (on Dreamcast) a step further. Expect to see it late next year. Exciting, huh?

Rumor Mill

It looks like Activision is restructuring at the moment, resulting in a more apparent focus on core brands like Tony Hawk, the Marvel stuff and Star Trek. What does this mean? Expect to see games like Gunslinger offloaded to other publishers, or maybe even canned altogether. • Speaking of which, expect Tony Hawk's Pro Skater 3 on PS2 before November 2001 • SSX2 is already in preproduction • Summoner 2 is a distinct possibility. The first game is already a huge hit, despite some major problems. Let's hope the sequel fixes the technical issues—and injects a modicum of humor into the proceedings. • As mentioned last month, a sequel to Smuggler's Run looks likely within a year. Let's hope it's not as ludicrously difficult! • Driver 3 is PS2 bound. We've heard that tech demos have already been worked up, and a degree of development has been done alongside production of Driver 2 just to see how far the team can push the machine. Expect to see it in 2002.

Carrier: The Next Mutation

(Game name may change)

COMING FEBRUARY 2001

Jaleco USA
225 Larkin Drive
Unit 4
Wheeling, IL 60090

Re: Carrier: The Next Mutation ad copy

The following is the advertisement copy for our new game, Carrier: The Next Mutation. The game will be published on the PlayStation®2 computer entertainment system.

Carrier: The Next Mutation is the [redacted] awesome game on the planet. [redacted] it's got it all!

Chicks with [redacted] Guys with [redacted] Action! [redacted]! Bombs! [redacted]! Blood! Guts! Gore! [redacted]! Destruction! [redacted]! [redacted] Rock n-Roll! All that really [redacted] stuff that makes kids [redacted] their [redacted] and parents pinch [redacted] tighter than [redacted] Getting through the [redacted] explosions and [redacted] monsters on this ship [redacted] during Desert Storm.

Carrier: The Next Mutation has the [redacted] awesome, god[redacted] scariest, [redacted] monsters and, of course, the [redacted] king of bud [redacted] – MORPH! This huge [redacted] plant named MORPH is just waiting to get you [redacted] and infect you! MORPH! is the baddest [redacted] here. This plant is so [redacted] Were not talking [redacted] off philodendron [redacted] this game on an empty stomach. Your momma's cookin [redacted] think a weed could [redacted] Best to play [redacted] anyway

In Carrier: The Next Mutation you go through this [redacted] aircraft carrier trying to reach the engine room without getting [redacted] infected by MORPH or [redacted] your head [redacted] off and [redacted] MORPH! and his band of [redacted] started to [redacted] the crew. They're already [redacted] and [redacted] gonna help [redacted] now. You can't [redacted] your friends or crew mates any farther than you can [redacted] a rock.

Sure you got a [redacted] gun to blow this [redacted] MORPH! away. Your gonna need help. [redacted] But who [redacted]? Who is still alive and who is [redacted] bait.

Thank you for taking the time to review my copy. We know that Carrier: The Next Mutation will be a [redacted] must have for all gamers.

Sincerely,

Ken Gratz

Ken Gratz

WARNING!

We wanted to tell you all about our cool new game. Carrier. The Next Mutation

Well. . .
Our ad agency said you can't say those kinds of things, so this is it.

Buy our game. Filling in the blanks will never be this much fun again.

PlayStation.2

JALECO
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HOLLYWOOD BANTER

LARA IN TV SHOW

Those of you who were a big fan of early Lara Croft model Rhona Mitra will be pleased to learn that you'll be able to turn on the TV every Wednesday night and see her in a white doctor's coat. As Dr. Ollie Klein, she has a major role in the new ABC drama *Gideon's Crossing*. Big fans will remember her as Holly the nurse in *Party of Five* and may also have seen her in *Get Carter* or *Hollow Man* earlier this year.
www.abc.go.com/primetime/gideonscrossing

BUFFY CHANGES CHANNEL?

ABC denied to E! Online that it is eyeing The WB's hit series *Buffy the Vampire Slayer*, despite rumors that the show might switch networks once the contract expires between The WB and Buffy production studio Fox. Rumors abound that a series of Buffy movies are in the works. All has been denied so far, but it seems likely that the show will follow the usual progression that other successful genre shows have displayed by shifting to a big, glitzy movie series.
www.eonline.com

CLEESE SPOOKS POTTER

The Dark Horizons Web site reported that English funnyman John Cleese will play Nick the Nearly Headless Ghost in the upcoming feature-film version of *Harry Potter and the Sorcerer's Stone*.
www.darkhorizons.com

JEDI FILES

The X-Files' David Duchovny said George Lucas asked him to be in *Star Wars: Episode III*, but that he hasn't committed, SciFi Wire reported. Why *wouldn't* he commit?
www.scifi.com

MONTHLY MATRIX UPDATE

Jada Pinkett Smith is in talks to appear in the two *Matrix* sequels, playing the rumored character Niobi, Morpheus' love interest, according to *The Hollywood Reporter*. The first sequel, *The Matrix 2*, is slated to begin production in March. *The Matrix 3* will begin production immediately after *Matrix 2* wraps.

In other *Matrix* news, we've learned that the special effects team is working very hard to ensure that the new movie will be as visually unique as the original. We were lucky enough to get some time with one of the effects guys on the movie, who commented that many of the effects pioneered in the first film are now seen everywhere (see *Charlie's Angels* and any number of sci-fi TV shows premiered this fall). We'll probably still see "bullet time" and the fancy spinny-camera effects, along with new variations on the wire-controlled fight scenes.
www.hollywoodreporter.com

DEATH ON THE BIG SCREEN?

Fans of Neil Gaiman's Sandman series and the spinoff graphic novel, *Death: The High Cost of Living*, will be glad to hear that the writer has been working on a new script for a Death film. According to SFX Online, while doing a public reading of his works in New York, Gaiman is reported to have revealed that he's been working on another script based on his Death character. Back in April, IGN.com reported on a rumor that Gaiman was not only writing the film, but he was also set to direct it. Since then, though, it's been very quiet. Given Hollywood's renewed mania for comic-book properties right now, it isn't at all surprising to hear the project is in the works again.
www.sfx.co.uk
www.ign.com

FURY IN IRON MAN

It may well be that there's another good reason why Fox's Nick Fury series pilot hasn't been picked up. According to *Entertainment Weekly*, unnamed sources at New Line revealed that the coming Iron Man movie will also include an appearance by Nick Fury. Furthermore, in keeping with the character's spy-like persona, the movie's concept is said to be "in the vein of James Bond/Jack Ryan, only with a superhero in the center."
www.ew.com

SPAWN TO RETURN AT LAST

While participating in an online chat for the TBS cable network, Spawn creator Todd McFarlane revealed what's up with that sequel to *Spawn*. According to the Comics Continuum, McFarlane explained, "right now the rights revert back to me on Nov. 6, and I've got three studios waiting for me to come in the door and tell them it's legally back in my possession." When asked if he thought the first film had been a commercial success, McFarlane answered, "It wasn't a failure by any stretch and wasn't a mega-hit, but considering that we didn't have any A-list actors in the movie, it was one of the better-grossing movies that didn't have a big name in it. If it had done better, then the sequel would probably already be in the works."
www.com.cscontinuum.com

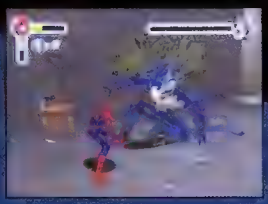
SAVAGE SPIDEY

It looks like the role that Randy "Macho Man" Savage may be playing in the Spider-Man movie has been revealed. According to 4W-Wrestling, Savage will take on the role of Crusher Hogan, the man Spider-Man first fights in a wrestling ring challenge for a $100 winning pot.
www.4wrestling.com

FEAR EFFECT MOVIE?

Rumor has it that the relationship between Eidos and Paramount Pictures could run deeper. Producers on the Lara flick are apparently all big games fans and are already looking to explore other potential crossovers. It seems that the Fear Effect series has already piqued their attention—so much so that game-related paraphernalia was scattered around the team's offices.

photography by Steve Sands Corbis/Outline



SPIDER-MAN

YOU DON'T JUST PLAY IT... YOU LIVE IT

www.activision.com

ACTIVISION. MARVEL E Animated Violence NEVERSOFT GBC SAME BOY COLOR NINTENDO 64 PlayStation

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An invitation to Mars isn't an honor...

The newest addition to the Armored Core series allows you to go head-to-head in relentless battles using an endless combination of parts. Never before have you been given so many options for configuring your AC unit for non-stop action – especially with graphics that dazzle the imagination. Choose between solo missions or vs. friends in 2-player split screen or linked combat sorties.

Amazingly detailed ARMORED CORE™ 2 action figures will be available soon at Comic Book and Specialty stores everywhere. Call 1-888-COMIC-BOOK or go online at http://csls.diamondcomics.com to find the store nearest you.

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...it's a death sentence.

- More than 200 customizable parts available – featuring Interior Equipment & Extension Packs.
- Enter all new Arenas to challenge over 45 menacing AC's.
- Over-Boost Propulsion generates lightning speed for AC units.
- More than 35 Single-Player Missions and 13 VS. Battle Stages.

"Mech combat at its finest"
– PSM 100% Independent PlayStation Magazine

Wield an energy blade in close-quarters combat

Enhanced propulsion technology

Challenge a friend in 2-player split-screen action

Destroy it!

Replays highlight your destructive kills

Customize your A.C. for maximum damage

FROMSOFTWARE

TEEN T CONTENT RATED BY ESRB

agetec

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Solid Snake is the Winner! PS2 Survivor

The final tiki torches have been doused, leaving just enough time for the Survivors to get their holiday shopping started. We'd like to say this one went to the wire, but that's not the case. Of the four remaining Survivors, Solid Snake snagged over 70 percent of the popular vote, winning Florida's 25 electoral college votes in the process! We leave you with the calamity of the island's final month, the name of our grand-prize winner, and the knowledge that you've chosen a proud and capable victor to shoulder the enormous weight of the PS2 for years to come.

So, the winner of the OPM Survivor Grand Prize is (drum roll, please)... Jonathan Petersen of Union, NJ. Congrats!

Each member was allowed to see a tape of their family from home. Spider-Man got a news report from Mr. Jamison, revealing a true and terrible secret: Spider-Man's identity revealed! According to the report, the skater known as Tony Hawk is actually the web slinger...(Those jumps in THPS2 were too much, Tony!)

Dominic Prévost
liquidzombie@hotmail.com

Crash Bandicoot eats too much food and knocks into and destroys things, a la the Tasmanian Devil. Crash is an obvious weak link in the chain of the island team.

jeffrey_lewis@hotmail.com

Solid Snake survives on the PS2 because he is a badass espionage tactical warfare machine capable of destroying a tank with his bare hands.

Jay Blann

Snake built a full-scale replica of the Taj Mahal using nothing more than cardboard boxes, solving the need for shelter.

Arc Nova

One day Spider-Man thought it would be funny to steal Lara's sports bra. When Solid Snake saw the ample towers, he thought they would make for good target practice...and shot.

Keaton Wheeler
keatonwheeler@hotmail.com

Lara Croft's hair was lit on fire, but thankfully Snake smothered it by spitting a huge loogie on it. Feeling sorry for her, Spider-Man made Lara a wig out of web.

Matt Wilhelm
fpwilhelm@email.msn.com

An immunity challenge: Hundreds of monkeys have been let loose on the island, and the contestants must catch them. Inexplicably, every monkey has a flashing light surgically attached to its head as part of some weird simian-cyborg experiment. Sneaking around and bagging monkeys is right up Snake's alley. He wins easily. Snake wins a night on a yacht, complete with a meal and masseuse. In addition, Snake gets to invite one of his fellow contestants for breakfast. Lara fully expects Snake to choose her. But, he chooses Crash, opting for bandicoot before beauty.

Another immunity challenge is a chance contest that Spider-Man wins with arachnid-like agility. For his efforts, he gets a phone call home. His conversation with a woman identified by the initials "M.J." was short but sweet. The phone call enabled Spider-Man to find out that Tobey Maguire had been cast as his alter-ego in the upcoming Spider-Man film from Sony Pictures. "Of course, I'll be doing my own stunts, and I do get a producer credit on the movie, so I'm very happy with the decision," he told the other contestants. Lara makes fun of him, saying it was because he couldn't act his way out of a paper bag.

Jonathan Petersen
jcpetersen@home.com

In the moment everyone was waiting for, Lara went through with her promise to sunbathe nude. In what turned out to be a bad move for the wall crawler, he said, "[insert stupid Parker comment here]" causing all the remaining survivors to do an audible sigh that would make Al Gore jealous.

petra@iopener.net

I voted for Crash. Why? I'm voting alphabetically.

Tyler Derricot
t_derricot@hotmail.com

Snake was going to win from the beginning. It's a no-brainer! He's got it all, and Kojima is a God among mortals!

Bob Wichard
bobw@walshgroup.com

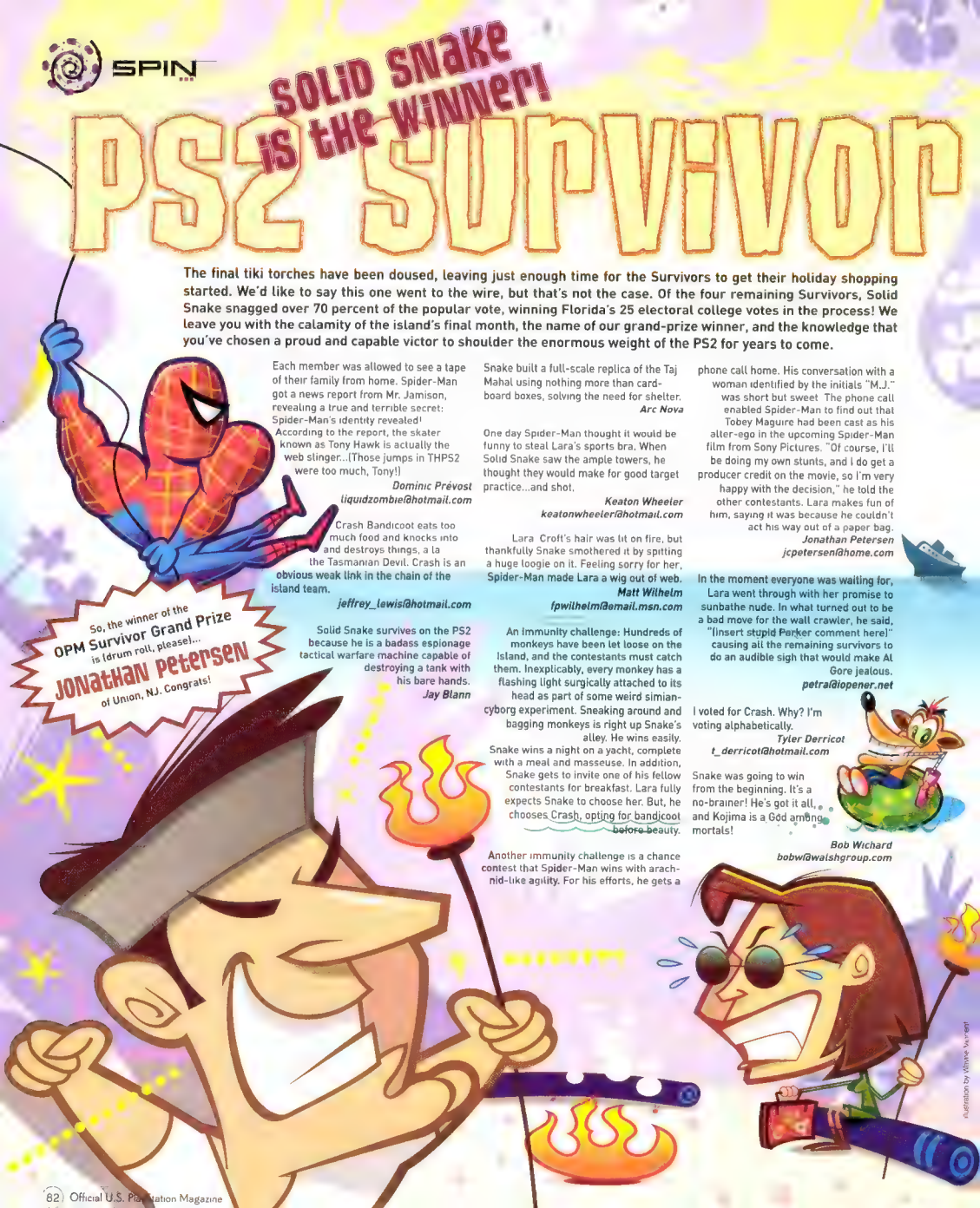
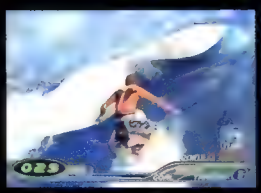


Illustration by Vinnie Vincent

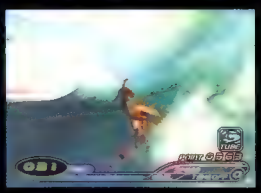
PlayStation 2

SURFING H3O

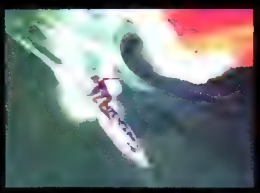
SOUND TRACK COURTESY OF HOPELESS RECORDS



Next generation wave modeling physics



6 epic waves to master



11 playable characters each with unique abilities

Over a dozen aerial tricks can be linked for unlimited combo's!

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PHOTO BY TOM SERVAIS

Bookmarks

www.playstation.com
The official PlayStation Web site and home of the PlayStation store.

www.diesel.com
Want to be an icon of modern dress? Check out our clothing spreads starting on page 88 and then go to the Web site to order these fancy duds

www.spork.com
Dubbed "The Slightly Less Than Official Spork Homepage." Learn interesting things to do with your spork. Other than eat with it.

www.dragons-lair-project.com
Find out everything you wanted to know about Dragon's Lair, Space Ace and every other arcade laser disc game, as seen on page 60

www.kissthisguy.com
A library of misheard song lyrics. As in, *ahem*, "'scuse me.. while I kiss this guy" (Hendrix) or "kick a chicken in it" (Will Smith)

www.toaster.org
Curious about where they moved the Toaster Museum Foundation? Be curious no more!

www.kingfrank.com
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www.fourcharms.com
One of the hippest jump blues bands sweeping America. Fresh talented and the ladies love 'em

www.nfl.com
With injuries aplenty ruining those perfect rosters on your latest versions of Madden and GameDay, check out this site for all the roster updates you'll ever need

Cable Envy

Monster Game GameLink 300

In case you're not familiar with the name, Monster cables split audio and video signals into separate channels according to frequency, which makes for a noticeably cleaner signal at the destination. The GameLink 300 S-Video cable is no exception. But it suffers from some fundamental design flaws that may make it impractical for many systems. First of all, if you're an audiophile, you're going to want to hook this puppy up to your surround-sound system. But because of the fixed design of the TV end of the cable, you'll need an audio system with S-Video throughput...which basically negates the Monster advantage on the video front, unless you also have Monster S-Video between your sound system and your TV. And the converse is true; if you want the pure S-Video signal, you'll have to either plug the RCA audio into your TV (ugh!) or use extensions or a switch-box—either of which will degrade the signal. So this is really only worth the price if you already have a Monster A/V [illegible] or plan to invest in one.
Monster Cable, $39.95

Sound Station

By John Scalzi

Hey kids, look! Four out of five of these albums "aren't" mindless metal thrash! Can you dig it?

Etta James: *Her Best*
Chess Records
Featured In: Driver 2
Etta James has just about the perfect blues voice: deep, rich and smoky, the sort of voice you hear from a woman who plans to knock you back on your heels and send you running home to your mama. You don't mess with Etta, honey...she messes with you—and makes you like it. This collection binds up Etta's best work from the '60s, when she was hitting the charts with tearjerkers like "All I Could Do Is Cry" and groovy funk like "All The Way Down."
Final Score ●●●●

Hound Dog Taylor and the HouseRockers: *Natural Boogie*
Alligator Records
Featured In: [illegible]
[illegible]
Final Score ●●●●

Kenny Rogers & the First Edition: *Greatest Hits*
Hip-O-Records
Featured In: Driver 2
Painful hippie folk-rock crap that no sane human being would listen to for more than 40 seconds in a row. There are a few songs here worth listening to even today, particularly the Carol King-penned "What Am I Gonna Do," but the vast majority of it is suitable only for hippie-themed parties. And I for one am glad that thanks to "Just Dropped In," I know what Kenny Rogers sounds like when he's trying to do a trippy psychedelic tune. I suspect I'll be only moderately scarred by the experience
Final Score ●●

Sonny Boy Williamson: *The Essential Sonny Boy Williamson*
Chess Records
Featured In: [illegible]
[illegible]
Final Score ●●●●

Static-X: *Wisconsin Death Trip*
Warner Brother Records
Featured In: Duke Nukem: Land of the Babes
Brainless grinding metal droning deep-voice bellowing depressing lyrics blah blah blah ugh. Can't we just cull this whole genre down to three, maybe four bands? The best you can say about Static-X is that they aren't *bad*—they're tight, and their industrial squalls occasionally coalesce into something resembling a song. My favorite track here is the throbbing "Love Dump," which is music to violate local decency laws to. Time to move on
Final Score ●●

John Scalzi's been reviewing music since his days on the south side of Chicago. No, really. He went to school there. Honest! He's been to the Checkerboard Lounge, damn it! Visit his Web site at www.scalzi.com. Or don't. Free will, you know.

TWO WARRING NATIONS..

A MISSING PRINCESS..

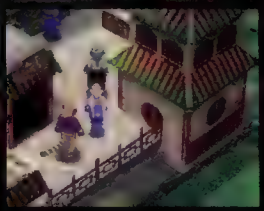
AN EPIC QUEST FOR PEACE

BREATH OF FIRE IV

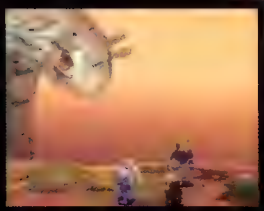
After centuries of war, the two lands bordering an impenetrable swampland have finally reached an armistice. Mysteriously, the noble princess Elena disappears somewhere near the war-ravaged front lines. Distraught, her sister Nina goes in search of the Princess alone and on her journey, meets a mysterious, young warrior named Ryu. Their destinies soon entwine. The next chapter in the epic tale of magic and mystery now unfolds. The fate of what lies ahead rests in your control.

"VISUALLY BREATHTAKING!"
–Game Pro Magazine

Two epic intertwining storylines—Follow the fates of Ryu and Fou-Lu—a classic RPG adventure.



Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.



Release the dragon within...more than 200 spells to learn and master.

TEEN T Animated Violence CONTENT RATED BY ESRB

PlayStation

CAPCOM EDGE

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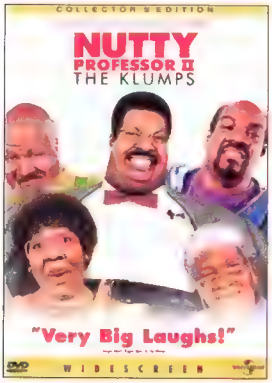
CAPCOM

www.capcom.com

DVD Reviews

Merry Annual Seasonal Holiday [illegible] DVDs for someone [illegible]



Nutty Professor II: The Klumps—Collector's Edition

The movie itself is so-so, just like the first one (unless scenes of enlarged rodents sodomizing middle-aged men get you going, you sick, sick freak). The reason to get this DVD is to bask in Eddie Murphy's unreasonably huge talent. It takes some doing to pull off playing six different characters, even if they're all related to each other. And by God, he does it. Anyone who's seen Grandma Klump in all her wrinkly glory knows that they've seen comic genius. The DVD also features deleted scenes, a behind-the-scenes feature on Murphy's makeup, and a Janet Jackson video.

Movie Score ●●●
Multimedia Score ●●●

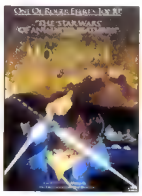
John Scalzi wants a pony for Christmas. Is that so wrong?

Ohh Nooo! Mr. Bill Classics

[illegible]

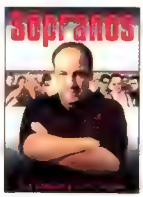
Sid & Nancy

[illegible]



Princess Mononoke

What sort of an nation do American animators watch when [illegible]

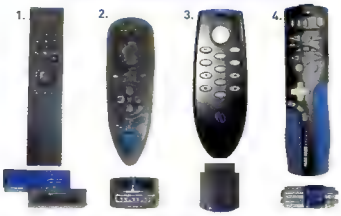


The Sopranos: Complete First Season

Make an offer they can't refu[illegible]

●●●●●
●●●●

PS2 Remotes



[illegible] to play DVDs? Several [illegible] you with remote [illegible] the best just for you

1. Saitek DVD Remote Controller for PlayStation 2

Des[illegible]gned to resemble the look of your PS2 fr[illegible]dges includ[illegible] [illegible] could seek and [illegible] [illegible] however, [illegible] [illegible] [illegible]

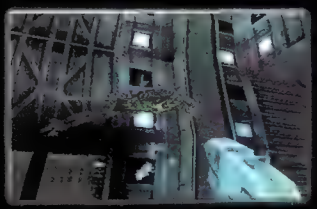
DON'T BE AFRAID OF THE DARK.

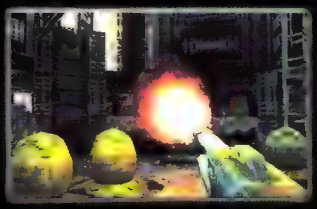
BE AFRAID OF WHAT'S IN IT.

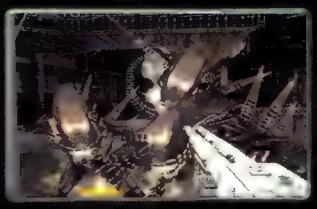
"Alien Resurrection is the most technically superb game available on the PlayStation"
PSExtreme

"Compelling gameplay and genuine tension set Alien Resurrection above all other FPS games."
Gamers Republic

ALIEN RESURRECTION







WWW.FOXINTERACTIVE.COM

PlayStation

FOX INTERACTIVE

MATURE M Animated Blood and Gore Animated Violence ESRB

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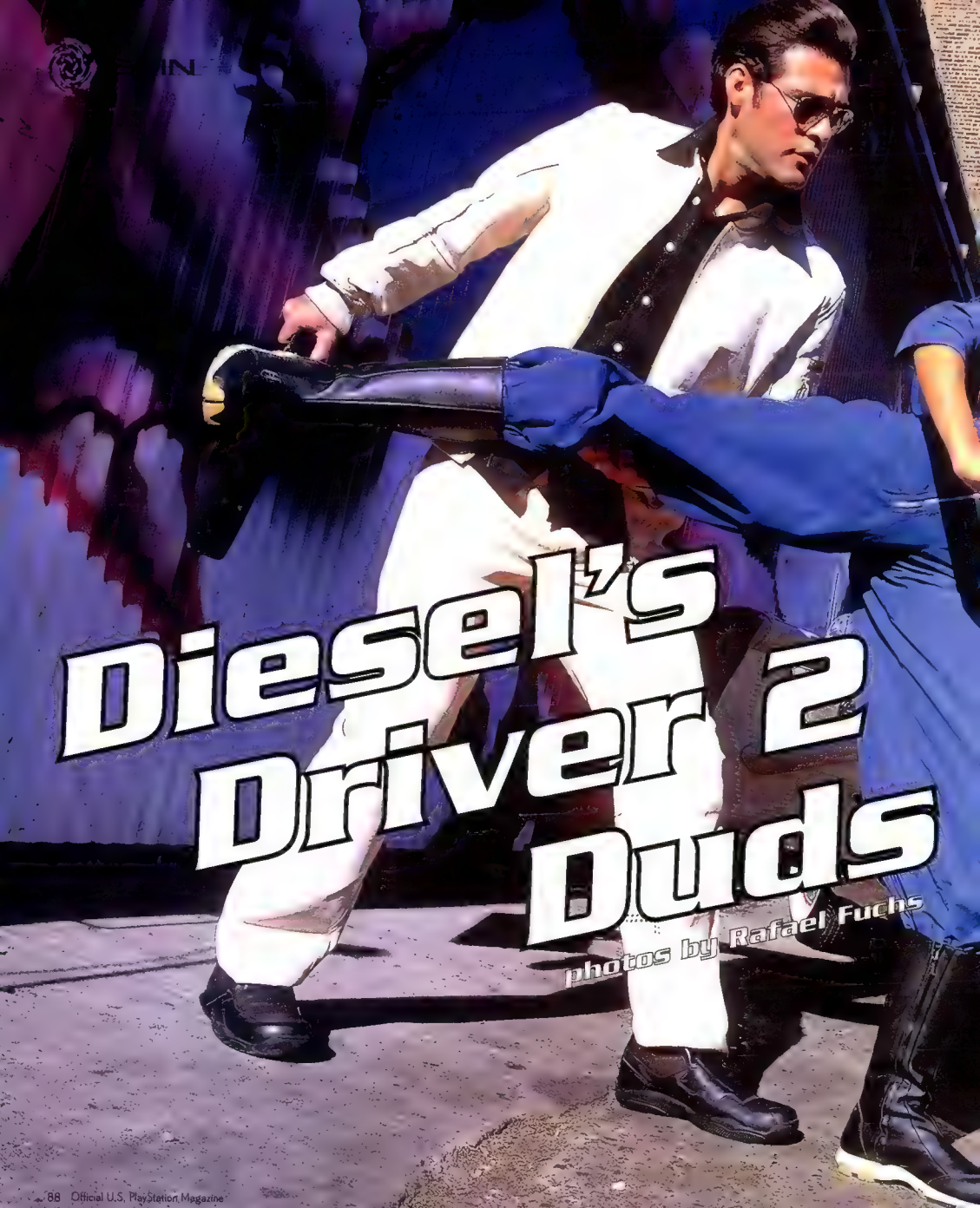


Diesel's Driver 2 Duds

photos by Rafael Fuchs

We're quickly discovering that clothing and video games go together like a convertible and the open road. When we heard Driver 2 was featuring threads from one of the most outrageously hip clothing companies in the world (that would be Diesel), we jumped at the chance to snap some pictures of their goods. Check out these shots for inspiration, then highway over to www.diesel.com to search for some simple, sophisticated attire.

On the girl: *Zunarin* cotton/nylon wide-leg jumpsuit-$299; *Topsta* sheer bra-$65; *Midi* black high leather boots-$130

On the guy: *Express* mirrored aviator sunglasses-$120, *Bober* leather baseball jacket-$399; *Sanny* short-sleeved cotton button-down shirt-$9; *Odds* beige leather pants-$325

Guy to the right: *Liquid Crystal* red-tinted aviators-$120; *Vick* Pigment washed cotton tank top-$39; *Rana* suede pants-$230; *Enduro* white leather shoes-$90

Gal to the right: *Pelour* shearling-lined suede vest-$249; *New Jettison* dark denim pants with stitching details-$139; *Mila* white leather boots-$80

On her: *New Kim Bis* denim-style leather jacket-$299; *Laida* stretch cotton T-shirt-$89; *Fanker* "one-wash" dark denim boot-cut jeans-$99; *Mila* white leather boots-$80

On dude in the middle: *Plasma-Flux* orange-tinted frameless visors-$120; *Yelas* "DIT" dark denim blazer-$199; *Truupy* ribbed cotton V-neck T-shirt-$45; *Canopy* "DIT" dark denim pants-$129; *Loafer* Brown suede loafers-$110

On guy on the right: *Express* mirrored aviator sunglasses-$120; *Bartino* leather shirt jacket-$329; *Itotso* ribbed three-quarter-sleeve T-shirt sweater-$69; *Seels* antique dirty-denim work wear jeans-$125; *Enduro* black leather shoes-$90

On her: *Kimi* three-quarter-sleeve dirty cotton twill jacket-$139 *Whyx* sheer slip dress-$155, *Mila* white leather boots-$80

On him: *Plasma-Flux* grey-tinted frameless visors-$120, *Hereumbre* Kelly green fine-ribbed sweater vest-$79; *Canopy* grey crushed-denim pants-$119; *Enduro* black leather shoes-$90

All items available at select Diesel stores nationwide
For Diesel store locations and retailers nationwide call 1-877-4-DIESEL or visit www.diesel.com

TOP TWENTY

	Last Month	Title / Publisher	Rating
1	—	Tony Hawk's Pro Skater 2 *Activision*	●●●●●
2	1	Madden NFL 2001 *EA Sports*	●●●●●
3	5	Tony Hawk's Pro Skater *Activision*	●●●●◐
4	2	Gran Turismo 2 *Sony CEA*	●●●●●
5	4	Spider-Man *Activision*	●●●●●
6	6	Spec Ops: Stealth Patrol *Take 2 Interactive*	●
7	8	Driver *GT Interactive*	●●●●
8	—	Dave Mirra Freestyle BMX *Acclaim*	●●●◐
9	10	WWF SmackDown! *THQ*	●●●●◐
10	11	Tekken 3 *Namco*	●●●●●
11	—	Tomorrow Never Dies *Electronic Arts*	●●●◐
12	15	Final Fantasy VIII *Square EA*	●●●●●
13	13	Syphon Filter 2 *989 Studios*	●●●◐
14	9	CTR: Crash Team Racing *Sony CEA*	●●●●●
15	14	Syphon Filter *989 Studios*	●●●●
16	19	Metal Gear Solid *Konami*	●●●●●
17	17	Namco Museum Vol. 3 *Namco*	●●●◐
18	—	The Dukes of Hazzard *Southpeak*	●◐
19	—	Medal of Honor *Electronic Arts*	●●●●
20	16	Crash Bandicoot: WARPED *Sony CEA*	●●●●●

Source: NPD TRSTS, one Game, sales in the US in October 2000. Can't see us? Tough. We'll be back for questions about the Xbox when we're ready. Every month, our editors vote on the best games we've played. Only games released in the UK are eligible for the UK Top 20.

1 Tony Hawk's Pro Skater 2

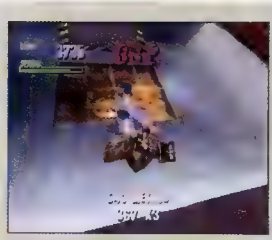
Last Month: — *Activision* ●●●●●

There's an argument around the office whether this is the greatest PS one game ever made. We won't split hairs, but this one is definitely near the top. Any time you can grind the rails of a subway just to launch yourself over a brick wall in Brooklyn, you've got to take a close look at the game and say, "Damn, this *is* good." Whether or not you give credence to soaring 40 feet in the air and doing an occasional 900° Benihana, you'll still have a blast trying. And even with the PS2 boom, we still can't stop ourselves from pulling this masterpiece out of the closet and scooting around Venice Beach for a couple of hours.

2 Madden NFL 2001

Last Month: 1 *EA Sports* ●●●●●

Any hardcore football fan won't argue with the physics, graphics, AI and overall badassedness of this year's PS one Madden. It might be tough to pick up and play for inexperienced football gamers, but don't be intimidated by your pit-stained T-shirt-wearing friends who hog the controller. This is without a doubt the best football game on the market, and you might as well rehearse for the upcoming seasons, even if you only snake out with a victory against the Bengals this year.



3 Tony Hawk's Pro Skater

Last Month: 5 *Activision* ●●●●◐

Ah, yes, even with the sequel selling like gangbusters, the original is staying close behind. Don't fear the past or it will consume you!

4 Gran Turismo 2

Last Month: 2 *Sony CEA* ●●●●●

We liked this game so much we put the sequel on our cover. This classic is still racing off the shelves. Expect that to continue through X-mas.

5 Spider-Man

Last Month: 4 *Activision* ●●●●●

Stan Lee's web-slinging creation holds on to a top 5 spot this month. Check out the words of Marvel's mastermind in this month's Spin section.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	*Konami*
2	Gran Turismo 3	*Sony CEA*
3	Zone of the Enders	*Konami*
4	Onimusha Warlords	*Capcom*
5	The Bouncer	*Square EA*
6	Soul Reaver 2	*Eidos*
7	Dark Cloud	*Sony CEA*
8	Twisted Metal: Black	*Sony CEA*
9	Silent Hill 2	*Konami*
10	Star Wars: Starfighter	*LucasArts*

OPM's Most Wanted PS one Games

1	Alone in the Dark: TNN	*Infogrames*
2	C-12	*Sony CEA*
3	Dance Dance Revolution	*Konami*
4	Fear Effect 2: Retro Helix	*Eidos*
5	Mat Hoffman's Pro BMX	*Activision*
6	Evil Dead: Hail to the King	*THQ*
7	Dragon Warrior VII	*Enix*
8	Mega Man X5	*Capcom*
9	Toy Story Racer	*Activision*
10	V.I.P.	*Ubi Soft*

Japan's Top 10 PS and PS2 Games

1	Hunter x Hunter: G.I.	*Konami*
2	Hokuto no Ken	*Bandai*
3	Dragon Quest VII	*Enix*
4	Moto GP	*Namco*
5	SSX	*EA Square*
6	Dino Crisis 2	*Capcom*
7	Gekikukan Pro Baseball	*Square*
8	World Soccer Jikkyou	*Konami*
9	Pocket Digimon World	*Bandai*
10	Let's Build a School	*Victor*

U.K.'s Top 10 PlayStation Games

1	Who Wants to Be a Millionaire	*Eidos*
2	Tony Hawk's Pro Skater 2	*Activision*
3	Spider-Man	*Activision*
4	Dave Mirra Freestyle BMX	*Acclaim*
5	Sydney 2000	*Eidos*
6	WWF SmackDown!	*THQ*
7	Tenchu 2	*Activision*
8	Formula One 2000	*Sony*
9	Disney's Dinosaur	*Ubi Soft*
10	TOCA World Touring Cars	*Codemasters*

moto racer™ WORLD TOUR

Ride. Race. And

Get big air and pull off sick stunts as you go for the checkered flag. Complete with real bike physics and real race strategies, you can test your riding skills in all the different disciplines of motorcycle racing. From supercross to motocross, from freestyle to traffic, Moto Racer World Tour's simulation of the bike's handling makes for the most realistic riding experience. Take turns just right, and it's like peanut butter to the roof of your mouth. Pull up lame, and the only trophy you're going home with is a bad case of road rash.

All The Real Tricks. All The Real Tracks. And All The Real Wrecks.

Rev up the throttle and tear it up on 18 of the world's most famous circuits including Suzuka, the Stade de France and Britain's Isle of Man.

Choose and even customize any of the 34 different motorcycles available. Fitted with independent front and rear suspension for the truest riding sensation, you'll get a real feel for the track, especially when you meet it face first.

You have total control of the bike, even when it's airborne, so you can pull off all the nasty tricks from can-cans to superman. And TV quality replays of the race will prove who's tame and who's insane. Once you get it in gear, compete in different championship seasons, and you'll open up new hidden levels if you win.

With such careful attention to detail, falls and collisions are painfully accurate. It's so life-like, you can practically taste the mud.

HANG ON FOR DEAR LIFE.

So Real, It Almost Hurts.

IN STORES NOVEMBER 2000

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PlayStation

EVERYONE E CONTENT RATED BY ESRB

MOTUL

Delphine Software International

INFOGRAMES

UNIVERSAL

UNIVERSAL INTERACTIVE STUDIOS

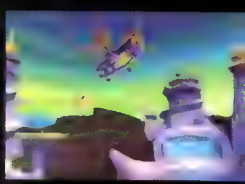
E

Comic Mischief

Can you take the heat?

It's barbecue time.

Bentley, the yeti with a mean left hook.



Spyro gets totally wort.

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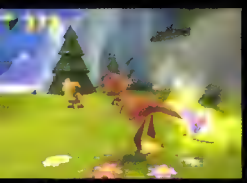
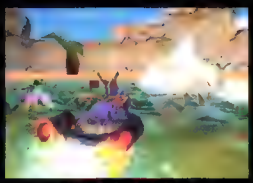


Get your kicks with Sheila.



Danger on the high seas.

Things are heating up. Celebrate the Year of the Dragon with Spyro as he joins forces with four new playable critters. Blaze through bigger worlds. Drive tanks, subs, speedboats, even launch rockets. Duke it out in the boxing ring or pull off sick tricks on your skateboard. Keep cool. It doesn't get any hotter than this.

SPYRO

Weather

Today's temperatures and forecasts across the nation.

c	cloudy	**sf**	snow flurries	**sn**	snow
pc	partly cloudy	**sh**	showers	**t**	thunderstorms
r	rain	**s**	sun	**hw**	high winds

°Fahrenheit

Below 10	10s	20s	30s	40s	50s	60s	70s	80s	90s	100s

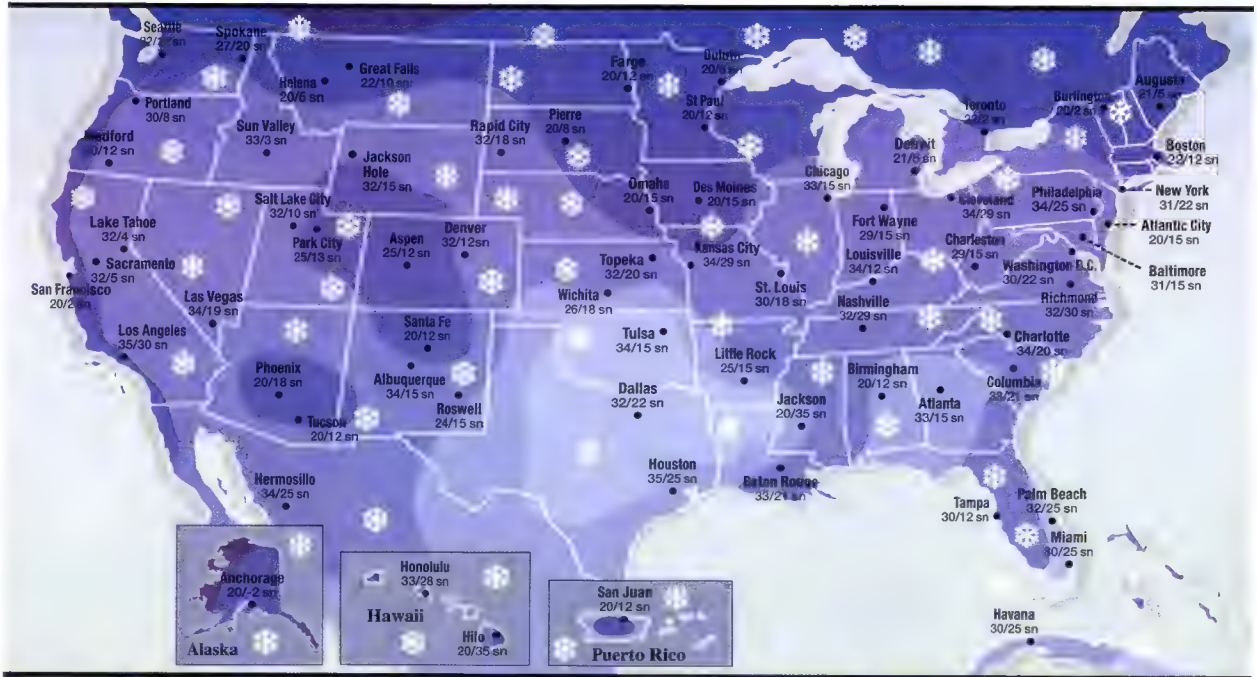
°Fahrenheit	10	20	30	40	50	60	70	80	90	100
°Celcius	-12	-7	-1	4	10	16	21	27	32	38

What are we going to do with all this snow?

A better question is, what aren't you going to do? Grab your snowboard and fly down the slopes. Get ozone-high air out of the half-pipe. Tweak the laws of gravity. The possibilities are wide open. As is every available lift in North America.

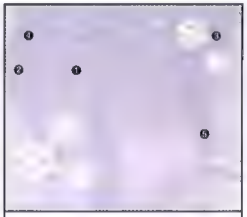
Ask the Weatherman

Send your questions to: Weather Editor Doug Mukai, doug@weathertrib.com. Or write to: Ask the Weatherman / TRIBUNE, 1200 White Ave., Kirkston, VA 22229



Atlanta	Baltimore	Boston	Charlotte	Chicago	Cleveland	Detroit	Houston	Kansas City	Los Angeles
Snow 33/15 **Tuesday:** Snow 33/15 **Wednesday:** Snow 33/15 SQI: Icy	**Snow** 31/15 **Tuesday:** Snow 42/31 **Wednesday:** Snow 41/35 SQI: Fresh Powder	**Snow** 22/12 **Tuesday:** Snow 20/8 **Wednesday:** Snow 22/10 SQI: Fresh Powder	**Snow** 34/20 **Tuesday:** Snow 20/12 **Wednesday:** Snow 20/8 SQI: Icy	**Snow** 33/15 **Tuesday:** Snow 20/18 **Wednesday:** Snow 22/5 SQI: Fresh Powder	**Snow** 34/29 **Tuesday:** Snow 27/18 **Wednesday:** Snow 25/11 SQI: Hard Pack	**Snow** 21/5 **Tuesday:** Snow 30/18 **Wednesday:** Snow 34/22 SQI: Fresh Powder	**Snow** 35/25 **Tuesday:** Snow 42/32 **Wednesday:** Snow 44/31 SQI: Fresh Powder	**Snow** 34/29 **Tuesday:** Snow 39/30 **Wednesday:** Snow 38/12 SQI: Fresh Powder	**Snow** 35/30 **Tuesday:** Snow 40/22 **Wednesday:** Snow 44/31 SQI: Fresh Powder

Nashville	New York	Philadelphia	Phoenix	Portland	Salt Lake City	San Francisco	St. Louis	Tampa	Washington D.C.
Snow 32/29 **Tuesday:** Snow 28/17 **Wednesday:** Snow 24/18 SQI: Hard Pack	**Snow** 31/22 **Tuesday:** Snow 35/25 **Wednesday:** Snow 34/20 SQI: Fresh Powder	**Snow** 34/25 **Tuesday:** Snow 30/25 **Wednesday:** Snow 33/25 SQI: Hard Pack	**Snow** 20/18 **Tuesday:** Snow 32/15 **Wednesday:** Snow 32/14 SQI: Fresh Powder	**Snow** 30/8 **Tuesday:** Snow 25/12 **Wednesday:** Snow 26/12 SQI: Icy	**Snow** 32/10 **Tuesday:** Snow 27/18 **Wednesday:** Snow 24/14 SQI: Fresh Powder	**Snow** 20/2 **Tuesday:** Snow 18/4 **Wednesday:** Snow 12/2 SQI: Hard Pack	**Snow** 30/18 **Tuesday:** Snow 28/16 **Wednesday:** Snow 24/12 SQI: Fresh Powder	**Snow** 30/12 **Tuesday:** Snow 20/2 **Wednesday:** Snow 24/6 SQI: Hard Pack	**Snow** 30/22 **Tuesday:** Snow 33/15 **Wednesday:** Snow 29/2 SQI: Fresh Powder



HIGHEST SNOWFALL AMOUNTS LAST 24 HOURS

1. ASPEN, CO — 114"
2. SIERRA AT TAHOE, CA — 106"
3. STRATTON, VT — 97"
4. MT. HOOD, OR — 91"
5. PALM BEACH, FL — 85"

Weekend sports weather

James

Blizzards in the Pacific Northwest could hamper snowboarders Kevin Jones and Tara Dakides as they defend their titles at the Mt. Hood Pro Invitational...For the third straight week, football stadium attendance will be significantly lower due to heavy snow... Record crowds should continue at mountain resorts nationwide.

Dakides

TODAY'S SNOW QUALITY INDEX (SQI)

Powder: A perfect time to use a sick day.	**Hard Pack:** A prime opportunity to work on your half-pipe prowess.	**Icy:** A bad day riding still beats a great day working.

Today through Sunday outlook: Mostly awesome amounts of up-to-your-ears fresh powder. East, west, north, south and everywhere in between. No end in sight. Is your board waxed?

PlayStation

Hey, anything's possible.

The forecast calls for whatever your sick little mind can imagine. From falling snow to insanely realistic motion captures, we put you on the mountain. Break off gravity defying tricks and grabs in over 20 huge, obstacle-laden courses. Shred deep powder with 10 top pros, including Todd Richards, Kevin Jones, Barrett Christy and Tara Dakides. Six killer events, including a wicked Pro Challenge Mode. The weather gods have spoken. Get out and worship.

CoolBoarders 2001

LIVE TO BOARD

EVERYONE E

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NEVER COMING TO A THEATRE NEAR YOU.

TEEN T CONTENT RATED BY ESRB
Animated Violence
Animated Blood

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PlayStation

WHAT A WASTE OF A PERFECTLY GOOD RAIL.

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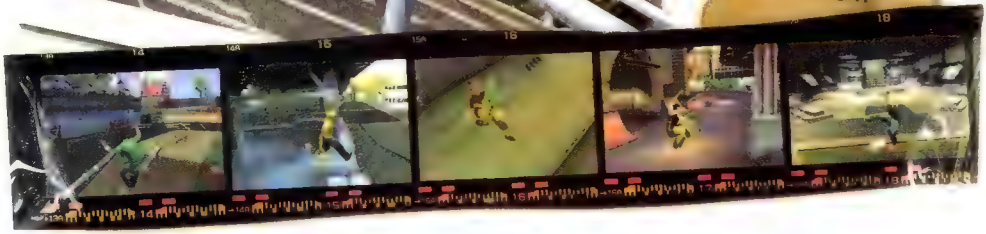
grind session

IT'S A FREE WORLD. SKATE IT.

Defy gravity and the occasional city ordinance in eight insane locations, including true Vans Triple Crown of Skateboarding® events. Dominate the streets and leave the weak behind with six top pros—Ed Templeton, John Cardiel, Cara-Beth Burnside, Willy Santos, Pierpen and Daewon Song. Featuring hundreds of impossible tricks, combinations and potential bone-crushing slams. And, just as many ways to trash your buddy's ego. Your ride is here. See how sick you can get.



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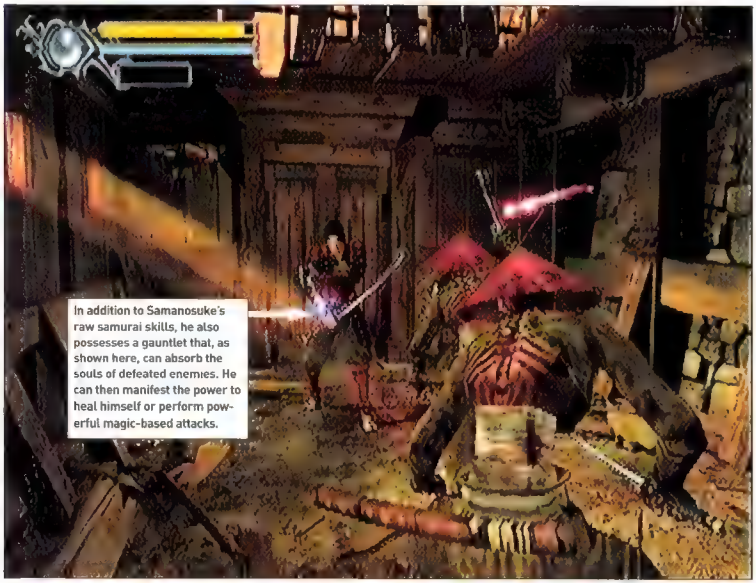
Coming Soon

December		
Army Men: Air Attack 2	3DO	Action
Army Men: Sarge's Heroes 2	3DO	Action
Carrier Morphed	Jaleco	Adventure
Disney's Donald Duck: GQ	Ubi Soft	Action
MDK 2: Armageddon	Interplay	Action
NBA Live 2001	EA Sports	Sports
Oni	Rockstar	Adventure
Rayman 2: Revolution	Ubi Soft	Action
Star Wars: Starfighter	LucasArts	Action
Theme Park Roller Coaster	EA Games	Simulation
Warriors of Might and Magic	3DO	Adventure
January		
Age of Empires II	Konami	Strategy
The Bouncer	Square EA	Action
Dark Angel: Vampire Apocalypse	Metro3D	Action
Driving Emotion Type-S	Square EA	Racing
ESPN NBA 2Night	Konami	Sports
ESPN NFL Primetime	Konami	Sports
Formula 1 2000	EA Sports	Racing
IO	Sony CEA	Action
NBA Hoopz	Midway	Sports
NBA Live 2001	EA Sports	Sports
Oni	Rockstar	Adventure
Stunt GP	Infogrames	Racing
February		
ATV Off Road	Sony CEA	Racing
Eden	Eidos	Adventure
F1 Racing Championship	Ubi Soft	Racing
Gran Turismo 3	Sony CEA	Racing
Kengo: Master of Bushido	Crave	Fighting
Knockout Kings 2001	EA Sports	Sports
Onimusha: Warlords	Capcom	Adventure
Star Wars: Super Bombad Rac.	LucasArts	Racing
Tiger Woods PGA Tour 2001	EA Sports	Sports
March		
Dark Cloud	Sony CEA	Adventure
Disney's Dinosaur	Ubi Soft	Action
Gauntlet: Dark Legacy	Midway	Action
Gunslinger	Activision	Adventure
Sled Storm 2	EA Games	Racing
The World Is Not Enough	EA Games	Shooter
Other Q1 2001 Releases		
4 X 4 Evolution	GOD	Racing
All Star Baseball 2002	Acclaim	Sports
Disney's The Jungle Book Rh G	Ubi Soft	Dancing
Fur Fighters	Acclaim	Action
High Heat Baseball 2002	3DO	Sports
Legacy of Kain: Soul Reaver 2	Eidos	Adventure
Legion: Legend of Excalibur	Midway	Strategy
Portal Runner	3DO	Action
Ultimate Fighting Championship	Crave	Wrestling
WDL: War Jetz	3DO	Action

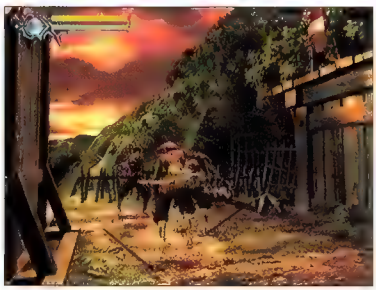
Onimusha: Warlords

The Resident Evil style heads to medieval Japan

Some gamers have voiced disappointment that the first PS2 Resident Evil-style release from **Capcom** [illegible] **February**



In addition to Samanosuke's raw samurai skills, he also possesses a gauntlet that, as shown here, can absorb the souls of defeated enemies. He can then manifest the power to heal himself or perform powerful magic-based attacks.



Truly Cinematic

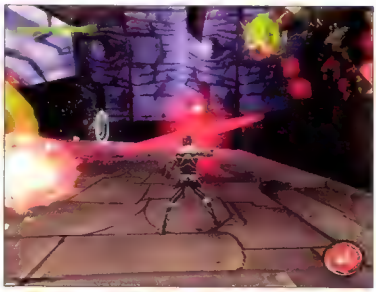
As much as Onimusha focuses on action-based gameplay, it seems as though just as much emphasis has been placed on telling a great story. Written by Flagship—the same crew behind Resident Evil 2—the tale comes to life via in-game cut-scenes that occur on an incredibly frequent basis. When coupled with the amazing opening sequence detailed below, Onimusha could prove itself as the most truly cinematic game that any console has ever seen.

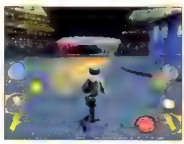
MDK2: Armageddon

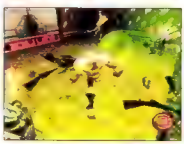
Nice hat

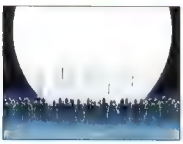
this month Interplay

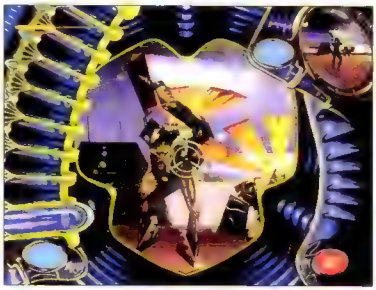
from a mile away—along with the ex-
next-gen system. In fact, developer BioWare





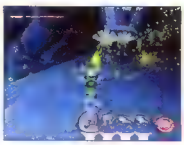


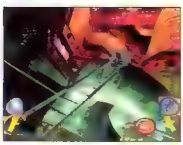


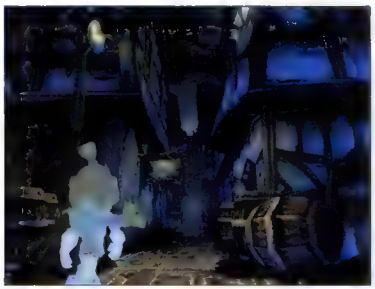


Maggots!

We think it's safe to say that Onimusha's opening computer-generated sequence features the best-looking maggots ever seen in a video game (right). Of course, the rest of the five-minute cinematic offers some pretty impressive visuals, as well (three screens above). A grand battle sets the stage for the adventure ahead, as hundreds of warriors fight it out so realistically that unsuspecting viewers might confuse the action for an actual Hollywood production.







Herdy Gerdy

[illegible] this **spring** release from **Eidos** [illegible] **Core Design** [illegible] The action revolves around herding, but [illegible]

Klonoa 2: Lunatea's Veil

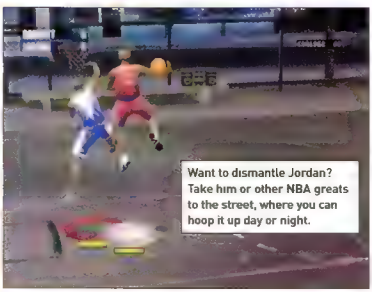
Namco [illegible] **spring** [illegible]

NBA Live 2001

Let the *real* NBA season begin

EA Sports [illegible] **December** [illegible]

After a big dunk, check the crazed 3D crowd. These guys—and strangely, so far it is *all* guys—stand, wave, boo and hiss independently of one another.



Want to dismantle Jordan? Take him or other NBA greats to the street, where you can hoop it up day or night.

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LAW ENFORCEMENT HAS A BOLD NEW LOOK

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– Gamers' Republic

PlayStation 2

TEEN T
Animated Violence
Mild Language

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Test Drive Off-Road: Wide Open

...hing **Angel Studios** ...
...ley know how to ...

Infogrames certainly has us looking forward to summer

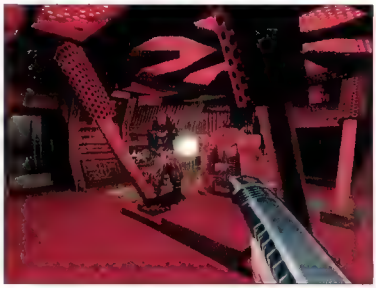
Dark Angel: Vampire Apocalypse

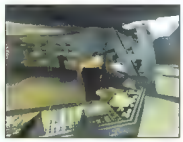
...nfuse **Metro3D**'s D... ...ategy, January ...

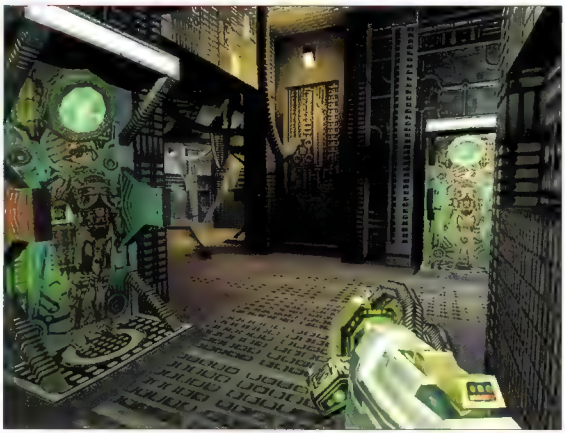
Star Trek Voyager: Elite Force

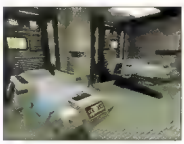
Exclusive! *Voyager* sends an away team to PS2

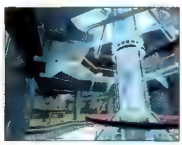
...evelopment **Majesco** ... to publish **Raven Soft** ... Based on the Quake III: Arena engine, E... ... fall of 2001 ...









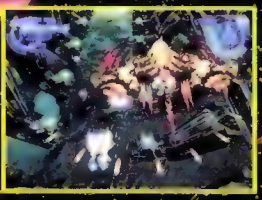
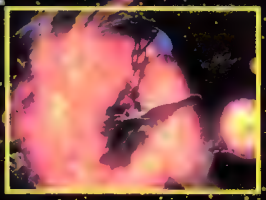
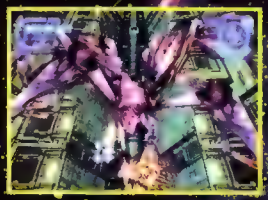


SILPHEED

THE LOST PLANET

Believe in Your Pilots
Hope for the Best
Pray for a Savior

"A visual feast for PS2 owners...in shooter heaven."
- Gamers' Republic

PlayStation 2

T
Animated Violence
Mild Language

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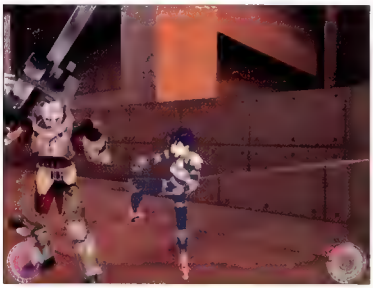
Stunt GP

Developed by the [illegible] famous **Team 17**, this **January** [illegible] **Titus** [illegible] looks like it's the Acclaim RC Revenge Pro a run for its [illegible] 16 racers [illegible] the bunch [illegible] diverse tracks. As [illegible] would indicate, the gameplay emphasizes performing stunts, some of which [illegible] flowers, [illegible] and loop de loops. You can also upgrade [illegible] play through a season, better preparing it to [illegible]



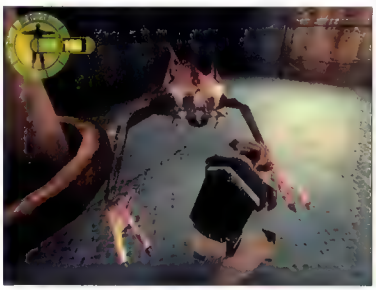
Oni

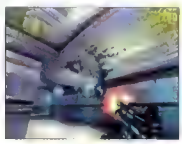
You've heard the [illegible] an end [illegible] that good [illegible] Rockstar [illegible] using stealth [illegible] combat [illegible] type [illegible]

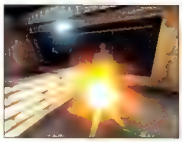
Red Faction

The Holy Grail of first-person shooters?

At the recent press event, **THQ** gave us some hands-on playtime with **Volition**'s amazing FPS. Not only does the game allow you to blast holes in just about any surface, it also includes [illegible] able vehicles, from armored personnel carriers to single-person submersibles. Advanced enemy AI and scripted events should add plenty of atmosphere to the substantial story. Watch for it **early in 2001**.

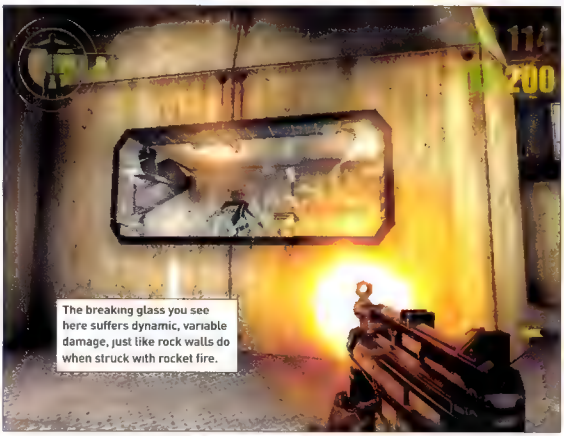






Fire in the Hole

Being able to destroy nearly everything in the environment isn't just a gimmick; Volition has built entire scenarios around this innovative feature. One mission we were shown allowed the player to blast through a rock bridge to drop an enemy tank into a deep chasm. You'll also be able to topple guard towers, redirect flows of lava or water, and even blast holes in walls or floors to open up shortcuts. It's not just propaganda—it really is revolutionary.

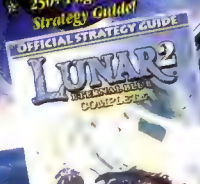


The breaking glass you see here suffers dynamic, variable damage, just like rock walls do when struck with rocket fire.

LUNAR 2
ETERNAL BLUE COMPLETE

In The Darkest Hour, Hope Springs Eternal.

- 250+ Page Hardbound Strategy Guide!



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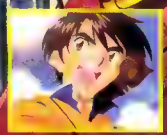

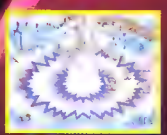

TEEN T Mild Animated Violence, Mild Language, Suggestive Themes — ESRB

PlayStation

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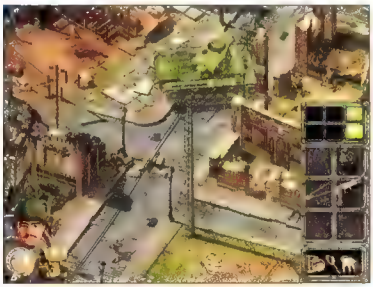
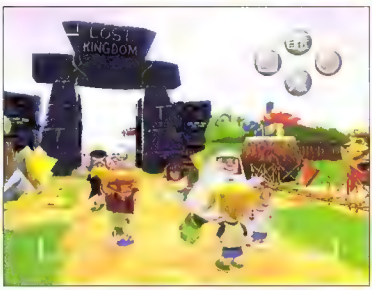


Commandos 2

Eidos original Commandos scored favorably among the PC [illegible] when it was [illegible] **Pyro Studios** is hard [illegible] sequel [illegible] **spring**. Comm[illegible]



Theme Park Roller Coaster

Does this new business simulation from **EA Games** look familiar? It should. It's basically a stripped-down version of Sim Theme Park for the PS one. But that's not a bad thing—**Bullfrog** appears to have done some much-needed tuning. For example, you now have the ability to go into first-person mode and walk through your park right from the start. And the Roller Coaster design engine is now much more robust. See for yourself—the game should be in stores right **now**.

Twisted Metal: Black

Power of the dark side

[illegible] the **Sony CEA** franchise. [illegible] **Incognito** [illegible] **spring**.

New horizons for PlayStation...
...from Legacy

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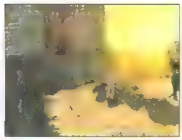
Evil Dead: Hail to the King

Grisly, gory, gruesome...groovy



THQ

late December

It's About Time

As the plot of Hail to the King unfolds, Ash finds himself once again transported back in time when he arrives in eighth-century Damascus to confront the man who first translated the dreaded *Necronomicon Ex Mortis* (the cause of all this Evil Dead trouble). This adds a greater than usual level of variety to the locations in the game.

Another somewhat unusual feature is the inclusion of the kind of interactive inventory system that's been largely absent since the heyday of the PC adventure. This means you'll need to combine different elements in your inventory to create or modify specific items. While these don't seem to often go beyond "insert tab A into slot B," it at least gives the illusion of added cerebral depth.

Coming Soon

December

Bass Trek Warehouse	[illegible]	[illegible]
Championship Motocross	[illegible]	[illegible]
Championship Surfer	Mattel	[illegible]
Disney's The Jungle Book Rhythm N Groove	Ubi Soft	Dancing
Disney's The Lion King: SMA	Activision	Action
EA Sports Supercross	EA Sports	Racing
ESPN Great Outdoor Games: Bass Fishing	Konami	Sports
Evil Dead: Hail to the King	THQ	[illegible]
Gold and Glory: The Road to El Dorado	Ubi Soft	Adventure
Kasparov Chess	Interplay	Action
Mort the Gothic	Total Interactive	Adventure
Rainbow Six: Rogue Spear	Ubi Soft	Adventure
Sabrina: The Teenage Witch	Berkeley	Action
Sea Doo Hydrocross	Valcal	Racing
Vanishing Point	Acclaim	Racing

January

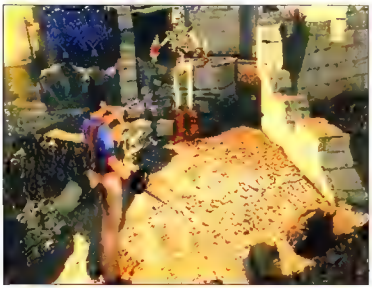
Army Men: Arcade Blast	3DO	Action
Backstreet Fishing	Infogrames	Sports
Dance Dance Revolution	Konami	Dancing
Dragon Warrior 7	Bandai	Adventure
Fear Effect 2: Retro Helix	Eidos	Adventure
Lego Stunt Rally	Lego Media	Racing
MTV Sports: TJ Lavin's Ultimate BMX	THQ	X Sports
Time Crisis: Project Titan	Namco	Shooter

Future Releases

Alone in the Dark: The New Nightmare	Infogrames	Adventure
Arc the Lad Collection	Working Designs	RPG
Batman: Gotham Racer	Ubi Soft	Racing
Bully the Vampire Slayer	[illegible]	Adventure
Disney's Aladdin in Nasira's Revenge	[illegible]	Action
Disney/Pixar's Toy Story Racer	Activision	Racing
Formula 1 2000	Midway	Racing
Fly! 2001	Terminal Reality	Action
Inspector Gadget	Ubi Soft	Action
Looney Tunes: Sheep Dog 'n' Wolf	Infogrames	Action
Matt Hoffman's Pro BMX	Activision	X Sports
NASCAR Racing	Hasbro	Racing
Nuclear Strike	Hasbro	Racing
Pirates of the Caribbean	Fox Interactive	Adventure
Rayman 2: The Great Escape	Ubi Soft	Action
Sabrina Down	THQ	Action
The Simpsons Wrestling	Fox Interactive	Wrestling
Superman	Titus	Action
V.I.P.	Ubi Soft	Adventure
World's Scariest Police Chases	Fox Interactive	Racing

Tomb Raider Chronicles

Core's flagship franchise. In stores **now**



Vanishing Point

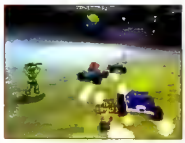
mid-December

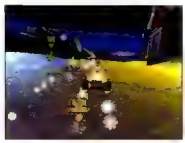
Acclaim **Clockwork Games**

Disney/Pixar's Toy Story Racer

Activision

March



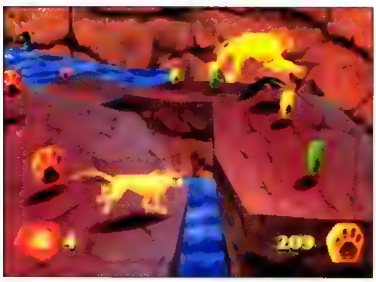


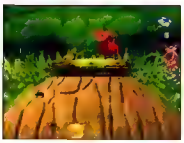
HBO Boxing

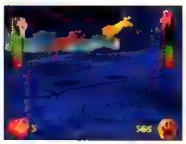
Not long ago, before all decent boxing m[illegible] only, HBO was the place to turn for the best in Saturday-night brawls. Now that **Acclaim** and HBO have shaken hands, expect [illegible] solid as a George Foreman blow to the solar plexus, as the grillman himself adorns a video game cover for the first time since his KO Boxing titles. Besides the old man, though, you'll have access to a cast of other greats including Roy Jones Jr., Rocky Marciano, Ray Mancini and Joe Louis. There's also a heavyweight Create-A-Fighter, where you can customize anything and everything. Stepping into the Career Mode ring means choosing management, training like wildfire, and risking a serious ass-whipping if you let your guard down. Check out the fisticuffs **now.**

Disney's The Lion King: Simba's Mighty Adventure

Taking its basis from Disney's two *Lion King* movies (the second went straight to video), Simba's Mighty Adventure stars the young king of the jungle in a 10-level 3D-platform release from **Activision**. Game play often diversifies itself enough to allow for exciting wildebeest chases, guest appearances by Timon and Pumbaa, skirmishes with evil lions and several mini games. Join the circle of life this **winter**.







Dragon Warrior VII

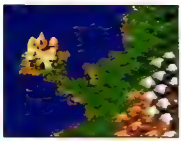
The classic RPG series returns to the U.S.!

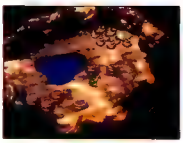
Tradition. No single word better describes **Enix**'s Dragon Warrior VII. Sure, most new RPGs might come packed to the gills with state-of-the-art graphics, photorealistic full-motion video, dozens of minigames, and innovative new systems to learn and master. But at what cost? Some gamers feel this innovation comes at the expense of another element: fun. For those who can look past appearances, Dragon Warrior VII promises a lengthy, old-school adventure. Your character begins as the son of a fisherman in a sleepy village [illegible] you guessed it—he finds a world-spanning quest before him.

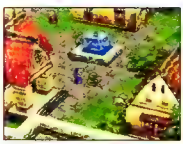
Some concessions have been made to technology, of course, with the most noticeable advancement being the real-time, [illegible]-rotatable 3D environments (think Grandia and Xenogears). While the graphics engine isn't the most impressive, the amount of detail in the environments helps compensate. And despite the new perspective, the aesthetics remain largely unchanged. Characters still march in place. Players still interact with people and places through a list of text commands. Battles are still from a first-person perspective and strictly turn-based. You might even recognize many of the sound effects from previous [illegible] favorite, the classic "step-tumbling" noise).

A few new gameplay systems are in place, though nothing out of the ordinary. The Tablet system resembles Legend of Mana's Landmake system, as the party aims to collect fragments of magical stone tablets scattered around the world. When a tablet is complete, a new continent arises from the ocean, ready for your exploration. The job system of the past few Dragon Warrior titles returns, but the number of available occupations has increased to a whopping 34.

The massive adventure spans two discs and over 100 hours of game play. Potential dragon slayers can expect the game by **summer 2001**.







Slime Time

Perhaps character designer Akira Toriyama's finest creation, the noble slime has been a series standby since the very first game (which, as a 1989 NES release, was one of the first successful RPGs on a U.S. console system). No other RPG enemy can match its fierce, vacant stare or charming (yet sinister) smile. Thankfully, Dragon Warrior VII continues to build the gelatinous antagonist's reputation.

BANDAI
PlayStation
CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.
If you're going to try playing Digimon World, you'd better make sure you're wearing clean pairs of underpants. See, some of these Digimon are so vicious and twisted they've actually been banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.
DIGIMON
DIGIMON WORLD

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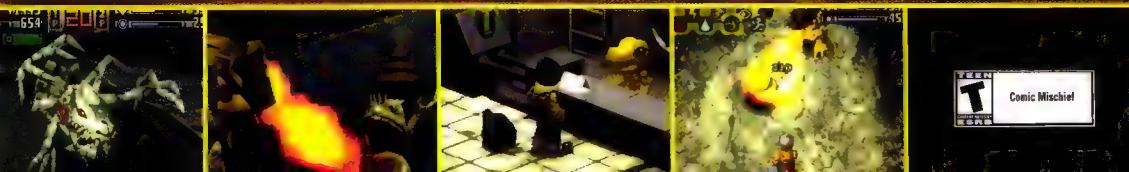
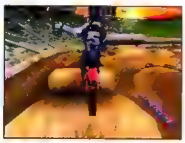


Ducati World Racing Challenge

Always wanted to join the elite class of Ducati owners, but never had the green? Here's your chance to test-drive over 40 of the sleek Italian rockets. **Acclaim**'s Ducati World Racing Challenge, as you'd expect, the game includes all the standard racing modes (for eight different tracks), but you can also enter Duc[illegible] mode where you can buy bikes and equipment, upgrade your vehicles, try for records and, of course, race for big cash. DWRC is available **now**.

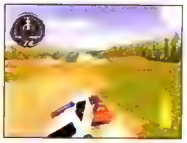
EA Sports Supercross

As if to disown last year's Supercross 2000, **EA Sports** has decided to start its motocross series anew in more ways than just a slight title alteration. Instead of focusing on stuck-in-the-mud realism as before (*too much* realism if you ask our 1.5 rating), this year's version features a decidedly more arcade-like feel—more like that of every other motocross game out there. You can also expect some outdoor courses for a change, as well as a great deal of freestyle action.



The Dukes of Hazzard II: Daisy Dukes It Out

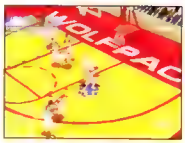
We have to wonder if **Southpeak**'s latest Dukes game will sell nearly as well as its lackluster predecessor, which still managed to stay atop the bestseller list for months. Will those who shelled out $40 a year ago be ready to do the same for another 18 similar, more Daisy-focused levels? Or will the new car-to-car combat actually improve it? Find out for yourself **now**, or just wait for our review next month.



NCAA March Madness 2001

Time to bust out the Cinderella slipper

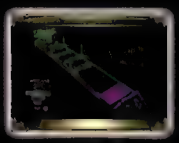
For those thirsting for more boisterousness from hyper-announcer Dick Vitale, we're sorry to report that **EA Sports** March Madness 2001 has replaced the sultan of overexcitement with experts Verne Lundquist and Bill Raftery. As far as we're concerned, fight songs, chants, small arenas and Dick Vitale are the spices to college b[illegible] ball stew, and we hope he'll turn up somewhere else in videogameland. [illegible] MM [illegible] offered rave reviews, and from the early look of this MM [illegible] The game is smoother than ever and features unlock [illegible] breaking dribbles, very con[illegible] After hard-fought on-court [illegible] (women's teams), you'[illegible] compete for high[illegible] [illegible] team from dud to stud over the years or just to dud [illegible] Look for the diaper dandies on store shelves **now**.



The Big Dance

No need to spend needless hours keeping up with the lengthy college hoops campaign. With the help of MM2001, we simmed a full season to find Michigan State, college basketball's defending champs, best the Tar Heels with one of the most convincing national title games ever. Mateen Cleeves might be playing for the Pistons and Mo Pete may be in Toronto, but with seven of 10 players returning, Tom Izzo's boys are revved for a repeat.

PlayStation



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- Fully plan your operation before the mission begins, sending each team on a specific path to reach each mission objective!
- 19 missions, including some from the PC mission pack, Rogue Spear: Urban Operations!

TEEN T CONTENT RATED BY ESRB

Realistic Violence
Animated Blood and Gore

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A-spec-tacular

by john davison photography by Skyra

The Honda S2000 sits on the starting line of Laguna Seca whirring and humming with a sound that belies the beast that lies within. A blip of the throttle as it sits in neutral emits a cacophonous scream of bowel-loosening ferocity as the beast heaves down on its haunches. We're talking about torque here, ladies and germs, 153 pounds per square foot, I think you'll find. For those of you who don't understand what that means...it's all about force. Nasty, brutal, rip-your-head-off force. The Honda S2000 has plenty of it, so much that it's 235 horsepower engine can propel it from 0-60 mph in just under 5.7 seconds. Hold the throttle for any length of time and the creature winds itself up to redline just shy of 9,000 rpm. For something that looks like a fairly friendly little two-seater roadster, that's pretty damn impressive. It's a screaming banshee with a nice silver paint job. What's even more impressive is that the howling, twisting animal we're watching right now isn't

GRAN TURISMO 3
SUBARU
PENNZOIL
NISSAN
nismo

"A blip of the throttle as it sits in neutral emits a cacophonous scream of bowel-loosening ferocity"

the real thing, it's simply one of the 150 or so cars in Gran Turismo 3. From the first moment we sit down to play it, we're understandably transfixed.

Originally conceived as nothing more than a fancy-shmancy update of Gran Turismo 2 with pretty graphics, this is now a fully fledged sequel. "My original plan for this title was to be released close to the PS2 launch, when it would feature 50 different cars and four racing tracks," project leader and producer Kazunori Yamauchi tells us. "It would have been positioned as a digest or demo version of the GT series for the PS2. That's why it was titled as GT2000 and not the formal name, GT3. However, as I continued to work on the game I wanted to do more and more with it. So now the game consists of about 150 selected cars and 15 racing tracks, and is strong and comprehensive enough to be called Gran Turismo 3." Hurrah and, indeed, huzzah.

Jaw-Dropping

The S2000 lurches forward as it pops into gear and screams down the opening stretch of track. Everything is silky-smooth and startlingly fast. The scenery reflects in the car's paintwork, the evening sun bathes the vista in a warm glow and, as you can probably imagine, our jaws drop with a sickening "thunk." Gran Turismo 3 is a truly stunning game. If you've been disappointed with the system's offerings so far, GT3 will allay your fears.

Always a gearhead's dream-come-true, there has been worry that the PS2 iteration of Gran Turismo would fail to deliver in the car department. Although boasting more than 150 vehicles, it's hardly the 600 or so that were originally anticipated. "We know that some people have been concerned about that," U.S. product manager of the game, Susan Nourai tell us. "Although it sounds like we've cut back a lot, it's not as noticeable as you'd expect. Pretty much all of the manufacturers from GT2 are present. It's simply the number of cars that's less. There aren't as many individual models as before."

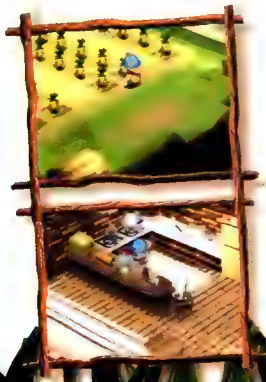
"Some cars are not in the game due to license issues," Yamauchi clarifies, "but I chose most of the cars because I think they are suitable for the Gran Turismo series."

"We're only missing a few manufacturers," pipes in U.S. producer, Taku Imasaki. "Vector will be missing from the game, along with a few others. What you do find though is that the car list has some interesting additions, like the Toyota MR2. There are also some race-spec versions of cars that fans of GT2 won't have seen before." To

It's A Different Kind of RPG . . .

HARVEST MOON

Back To Nature



As a child you visited your Grandfather's ranch when vacation plans fell through. Return to the farm that holds fond childhood memories and rejuvenate it's long neglected fields. Tend to your livestock and interact with over 50 characters as you struggle to make a life for yourself home on the range.

- Enjoy hours of Non-Linear game play.
- Town festivals and events like The Tomato Festival, Chicken Sumo and Horse Races.
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"The basic structure of the game is actually pretty much identical to last time."

demonstrate this, we quit out of the game saying goodbye to the S2000 for a moment and navigate through the impressive menu system. Car manufacturers are going to send us promotional footage of their cars to play in the background while you're navigating around, massaging the lists, but at the moment that's just game footage. Zipping through the car list we stumble across an unusual variation of the MR2. Sitting low on huge, wide racing spec wheels, its usually feeble-looking Porschesque body has been squashed, flared, beefed up and even given a coupe style roof. Factor in the ludicrously large, de rigueur spoiler that adorns its diminutive buttocks, and it looks considerably more brutish than the hairdresser-mobiles you see on the streets, resplendent in racing decals from the Japanese series in which the real thing actually races. We select it and quickly move on to the Seattle track. Those of you familiar with the track in GT2 will no doubt recall that it looked pretty damn cool even in its 32-bit guise. After a split-second loading time we're there. The little Toyota howls as we jab the throttle and screeches through the familiar streets. As we hurtle up the hill, grab some air on the way up those endearing little humps and then slam on the anchors to make it through that disturbing right-hander, the sun glints from between two buildings and fills the screen with its glare. The only possible response to such a sight for the first time is "Wow." Hurtling

down the hill with the sun in our eyes gives a perfect example of how the lighting effects are used in GT3. All of the lighting uses a real-time rendering system," Imasaki explains. "In the past we cheated and just made it look like lighting, when really it was a simple graphical trick. This time though, the hardware is calculating all of the lighting and shadows as you go, so it looks much more realistic. All of the reflections in the car's paint are real, too. Look if you look closely you can see," he enthuses inviting us to peer closely at the screen. By golly, he's right. As we drop a gear heading beneath the underpass we can see the bridge overhead reflected in the paint. That's pretty darned impressive.

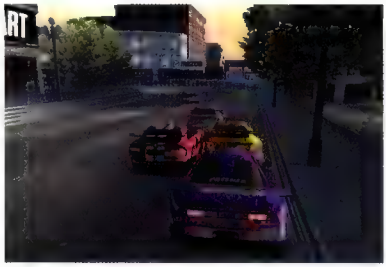
Those of you who have been paying attention to news reports online will no doubt have heard that the Japanese version of the car carries a subtitle of "A-Spec" just like the driving tests in the previous games. What's all that about then? "I call it that just because it sounds good," Yamauchi explains. Forget the rumors of some hidden agenda; apparently it's that simple. It's still not clear if the U.S. version will carry the full name, but speaking of the driving tests, how's that going to work this time? "Exactly like GT2," Imasaki explains. "The basic structure of the game is actually pretty much identical to last time. It's the technology that's different in GT3."

On the programming side," Yamauchi explains, "we have been able to fully utilize the machine's power, but the artists have yet to reach that level. In future Gran Turismo games, major advancements will be the result of the artists." So it's going to look even better than this by GT4? Wow. GT4? That's a secret for now, but when the time comes, I will let you know!" he smiles.

Out To Get You

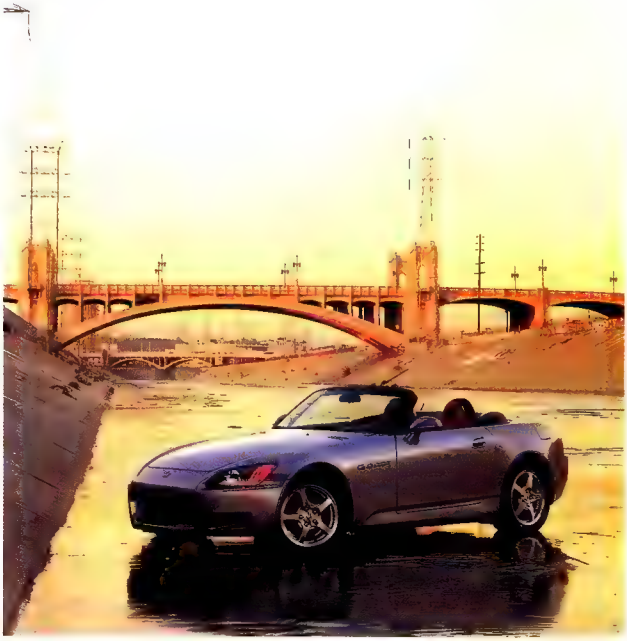
Aside from the obvious visual aspects, are there any new things we can expect to see that will affect the gameplay? "Highly calculated physics models," Yamauchi beams, "which will allow players to feel the precision and minuteness of every aspect of driving, as well as advanced opponent behavior (AI) which is sure to heat up the races between players and the CPU." When pushed on how this works, the team explains that the AI system has something of a competitive streak this time. "There's a rivalry system now," Nouzai explains. "If you do something to one particular driver, he'll remember. Say you cut him off on a turn; he'll remember that and come after you later in the race."

Our demo of GT3 also involved us trying out the Logitech-manufactured racing wheel and pedal set which is confirmed for release in



Japan, but is yet to be announced "officially" in the U.S. "The steering wheel brings the driving game to the next level," Yamauchi smiles. "But it's not the ultimate driving game yet. Neither GT3 nor PS2 have reached the ultimate level. However, the more the hardware and software synchronize in the future, the more advanced driving games will be." That may be the case, but sitting with this fabulous-feeling force feedback-equipped wheel is pretty wonderful. It's hard to imagine a racing game right now that could possibly be better. Now if only the pedals were set into something with a bit more heft to them. Each time we apply the brakes, the flimsy plastic pedals scoot under the desk a little further. Can you ask Logitech to make 'em out of metal or something? Or maybe put some grippy stuff on the bottom so that it doesn't scoot about? "The wheel isn't confirmed at all yet, and there's a chance it may change in design," Nojirai tells us with a look that says, Don't talk about the wheel too much when you write about this" as we pause the game to slide the pedals back to a more comfortable position.

A couple of Seattle laps later and it's time to try something new. We quit out and select a Subaru Impreza Rally-spec car—one of the finest vehicles in GT2—and see what we can do with it on Trial Mountain. As with all the other tracks, it's a joy to behold, and the lush graphics really show off just how crisp and clear everything is. "Compared to other PS2 games, GT3 requires twice the amount of screen data to be drawn," Yamauchi explains. The vertical resolution is actually double that of any game released for the system so far. Despite this enormous amount of information being moved around though, the game still holds a steady framerate that never appears to drop. It truly is gorgeous. "If you'll notice," Imasaki points out, "there are some very subtle focus effects on the action." Quitting out and letting the game switch into replay mode helps exemplify his point. "The game always ensures that you're concentrating on the right thing...look," he says as all of the action around the main car gently



softens in focus. Check out the screenshot of the yellow Skyline at the bottom of the page and you'll see what this effect is like. See the white GT-R in front? See how it's out of focus? That's not a prerendered piece of art - that's how the game presents stuff in the replays. Cool huh? Factor in the heat haze that distorts your view of the track in places, and the promise of new-and-improved weather effects, and GT3 should be one of the first games that really shows us how the power of the PlayStation 2 can be applied to create believable, realistic effects.

What's Next?

You have to wonder what Yamauchi and his team could possibly do next. "I believe that the GT series has become the biggest automobile media in the world," he enthuses, referring to the fact that auto makers like Aston Martin have reported the positive effects of the game on their brand awareness in the U.S. "I am very glad to hear that manufacturers feel that the GT series has really helped with PR for their cars and companies. My dream is to create games where people can enjoy every aspect of all areas of the automobile industry, which would include all cars and all kinds of motor sports." Doesn't working on the same series of games year after year get, well, boring? "In general, when a hobby becomes your work, most people lose interest. However, that does not seem to apply to cars. I've heard journalists and auto racers say the same thing.

Just to veer off on a quick tangent as we close our conversation, our gossip columnist reported a few months ago that GT3 would include complete versions of Omega Boost and Motor Toon GP. ..is there any truth in that? "I have had that idea, but it might be difficult," he admits. Right now, it seems as though getting everything car-related into the game is what's important - and also knowing when to stop.

CHAMPIONSHIP Surfer

Featuring Cory Lopez
world class surfer

Time

5 Modes; Training, Arcade, Free Surf, Rumble, and Championship Circuit

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Also available on Windows® 95/98 and Sega Dreamcast console.

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PlayStation

MATTEL INTERACTIVE

EVERYONE E CONTENT RATED BY ESRB

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VIPER 2

PlayStation®

nYko

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THE FINAL SCORE

●●●●● We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

• Greg Sewart, editor at Electronic Gaming Monthly *and NASCAR devotee, helped us out this month with two NASCAR reviews. Greg, we doff our mesh-backed John Deere caps to you in thanks. •*

Pimping the PS2

Chris Baker
Previews Editor

MEET THE CRITICS

JOHN DAVISON

FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: SSX Tricky, Tag, Colin McRae Rally 2.0
CAN'T WAIT FOR: ZOE, MGS2, Red Faction, GT3, Dark Cloud

JOE RYBICKI

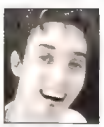
FAVORITE GENRES: Adventure, RPG, Puzzle
CURRENT FAVORITES: Sky Odyssey, TimeSplitters, Real Poo
CAN'T WAIT FOR: Red Faction, Dark Cloud, ZOE, MGS2

GARY STEINMAN

FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: Lunar 2
CAN'T WAIT FOR: Dragon Warrior V, Dark Cloud, ZOE

CHRIS BAKER

FAVORITE GENRES: Action RPG, Adventure, Sports, Strategy
CURRENT FAVORITES: RC de GO! Dynasty Warriors 2, Madden 2001
CAN'T WAIT FOR: Star Wars Starfighter

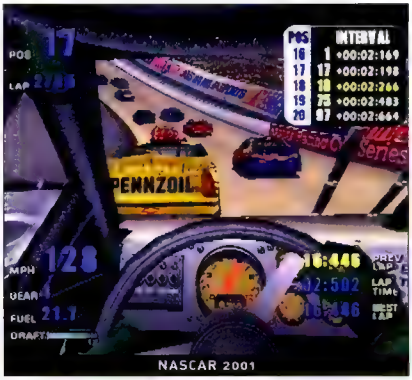


TODD ZUNIGA

FAVORITE GENRES: Sports, Extreme Sports, Fun Now
CURRENT FAVORITES: Madden 2001, SSX, Christmas with the fam
CAN'T WAIT FOR: On mushr

SAM KENNEDY

FAVORITE GENRES:
CURRENT FAVORITES:
CAN'T WAIT FOR:



Fantavision

Publisher Sony CEA
Developer Sony CE
Web Site www.playstation.com

Considering this was the only first-party game at launch, it's surprising that it's one of the only games that doesn't really show the power of the system. Sure, it illustrates some groovy lighting and particle effects but underneath **it's a pretty simple puzzle game that could be made to work on a Game Boy with some tweaking.**

So what's it about? At first glance it looks extremely complicated and a bit intimidating. The basic idea is to chain colored flares together in a fireworks display and then detonate them to make pretty patterns. The more you chain together, the more points you get. There are things that complicate matters in the form of "wild cards" that allow you to chain different colored flares together as well as bonus items to collect—but fundamentally you're just trying to keep the display going.

I've always been of the opinion that a classic puzzle game should really push you into one of those meditative "zones" that's almost trance-like as you focus entirely on the basics of the gameplay and tune everything else out. Fantavision certainly lets you do that—but the action is so fast and frenetic that if you break your concentration even for a second you completely balls every thing up. Maybe it's just a little too intense? Regardless, I enjoyed it. I think **50 bucks is a bit much though.**

Final Score ●●●●
John Davison

E ESRB
Players: 1-2
Memory Card: 376 KB

NASCAR 2001

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

NASCAR racing appeals to a very select audience. Since your average racing fan doesn't really want to drive in circles for hours, gamers who are into that sort of thing are more likely hardcore fans of the sport. Therefore the only way to make a truly good NASCAR game is to treat it the same way EA treats Madden—like a to-the-last-detail simulation. Throw in all the real drivers, cars and tracks, great commentary, and an obnoxious amount of stat tracking.

For some reason EA can't figure that out. What you get with NASCAR 2001 is **a watered-down arcade racer with options and stats so limited it's a crime.** There's no way to track the rookie points race. The only create-a-driver option is the ability to enter your own name, and then the game assigns you a hometown, birthdate and number. The setup options for your car are a joke. The game is even missing a buttload of drivers and tracks, including Michigan and Dover, two of the greatest short tracks on the circuit.

But for the moment, let's forget all that and look at NASCAR 2001 purely from a gameplay standpoint. **The physics are actually pretty nice.** The cars feel heavy and handle like they should at speeds upward of 180 mph. As an arcade racer, it works. Too bad EA screwed it up with substandard graphics.

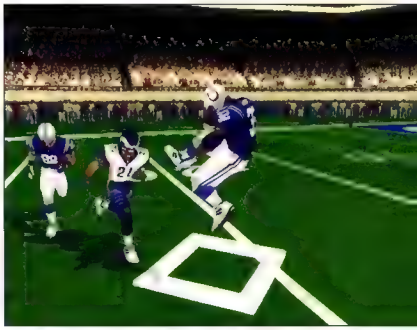
The PS2 is far more powerful than this. With only 2 cars on the track at any time (instead of the 43 that actually compete in a Winston Cup race), the game still **suffers a sickly amount of slowdown**, plus a weird interlaced mode that kicks in should you have the audacity to turn on the rear-view mirror.

To add insult to injury, EA continues to use the same hum-drum redneck music every year. The commentary doesn't fare much better. Bob Jenkins updates are constantly late and Uncle Benny seems limited to about four inches of phrases like "He came to work today."

It's really too bad. This definitely has the makings of a great NASCAR game, but **EA skimped in all the wrong areas.** Until they start treating this sport seriously, their NASCAR franchise will remain nothing more than a rental, at best.

Final Score ●●◖
Greg Sewart

E ESRB
Players: 1-2
Memory Card: 411 KB



NFL GameDay 2001

PS2 laughing stock

Publisher Sony CEA
Developer 989 Sports
Web Site www.989sports.com

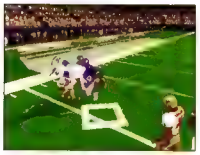
Instead of becoming livid with anger, I'm just going to laugh. After all, I love comedy. And there are those select few games that leave so much to be desired you're not only laugh, but you'll bend over with abs clenching tears streaming, controller barely in hand. With the PS2 launch so recently past, it's a wonder a game with such tormented fervor has already hit the shelves. And moreso, that it's a football game.

For too long my constant pleas for more humor in games had gone unheard. But with GameDay you'll encounter a never-ending string of good-hearted gutlaws. **This is the worst PS2 game to hit the market.** And shelling out an unfortunately spent $50 for this crap is the cruelest joke of all.

Of the wide expanse of hysterical instances within a contest of GameDay, one of my favorite Keystone Cops moments was watching my apparently blonde QB heave the ball downfield. After being chased by a bumbling horde of linemen, all moving in careful synchronization, my right-handed QB was able to run full speed to his left and launch the ball 40 yards down the right sideline. On most occasions, these bombadiers of ball-flinging merely toss it—physics be damned!—in full stride. Better yet, most of the time **the thrown ball appears to come out of his ear instead of his hand.** Actually, I lied: it *never* seems to come out of his hand. It just floats above, magically hovering.

These flaws in simple physics actually get worse. When diving for a molasses-puking halfback, be prepared for your defender not to leap, but to be shot from an imaginary cannon. The amount of animation from crouching to a full Superman dive is so limited as to inspire a fit of giggles.

The crowd is another laugh attack waiting to happen. After a big play the roar of the crowd is deafening, but sneak a peek at the human noisemakers and they're just sitting there, hands on faces, bored out of their collective minds. I sympathize. And are those camera flashes coming from the ornery crowd or did



Spinal Tap's newest drummer just suffer another farcical fate.

If the diving and ball chucking doesn't inspire you to stay away from this game, know that the receiving game is good for a hearty chortle. First, **there's no momentum**. Guys seem to be held in bounds by taut, invisible strings. How else can full-speed leaping catches lead to a sudden gravity surge that turns a great receiver all knees and ground?

The ball is yet another testament to Gridiron Happiness. It's a wonder the thing doesn't unravel since it appears to be a mass of rabbit turds. Yuck.

Ahh, and the kicking game is straight out of the pages of Peanuts. Forget pulling away, the football fakes, because the ball never touches the snapper's hands! In fact, the snapper just sits on the field and looks there, happily waiting to be kicked. What a joke.

Forget about the **wacky AI, the CPU's misuse of timeouts, and the isochronal leaping by defensive and offensive players alike**. You'll have to ignore all these things to convince yourself you're playing a game of football.

Overall, this game must be a tribute to comedic genius, because it's not a legitimate football game. It's horrible in new and inventive ways. But at least it's funny. Go Madden, or go without.

Final Score ●
Todd Zuniga

E ESRB
Players: 1-8
Memory Card: 303 KB

GAMER CHAT

Dan Leahy (*XG*'s "Sports Guy") and Todd sit down for a stirring *tete-a-tete* over the year's crappiest football game.

Dan: Look at that crowd. They're so riveted they're stapled to their seats.

Todd: That one chick in the crowd is just flexing. Or is she shaving? Gross.

Dan: I love that Olympic flame kick-meter. Nice addition.

Todd: More than the ball laying flat? It's not even on a tee. OK, here comes the legendary dump pass! I wish readers could see this play. Only then would they believe it.

Dan: Pass interference?! Why didn't they call that the last five times I tackled your receiver before the pass? Oh, well; I'll take any penalty when Herman Munster shows up as the ref.

Todd: You just smacked my QB for a fumble, but that doesn't stop this game from calling it incomplete.

Dan: Check out this closeup. Everyone has a 5 o'clock shadow. And what's up with their feet? Those are the shoes worn by the ancient Yeti.

Todd: Better yet, it seems we're playing with college rules—fall down with the ball and the whistle blows.

Dan: This game sucks.

Todd: Holy crap. Go to the replay. What is that?! The ball just fell out of his hand.

Dan: Oh, sweet! It just appeared in my player's hand, like he was playing hacky sack. First down!

Todd: I can't stop laughing.

Dan: I like when I'm in the shotgun. I can't even see my QB. Uh, oh. Watch out. Going deep.

Todd: What was *that*?

Dan: An average man would've snapped his arm in two, running left, throwing right. Wait, 2nd down? Didn't he catch that?

Todd: How could he, you dove one way and when the camera changed you dove the other.

Dan: Why is my guy sliding for 10 feet when I dive out of bounds? I've never laughed so hard from playing a video game. *This* is hilarious.

Q-Ball Billiards Master

Q-Ball Billiards Master

Q-Ball Billiards Master

Publisher Take 2
Developer Ormiti
Web Site www.take-games.com

[illegible] direction features not one but two new pool titles. Having had a good look at both of them, I'm left wishing I could combine the two into one game. Both have strong points, but are lacking in key areas.

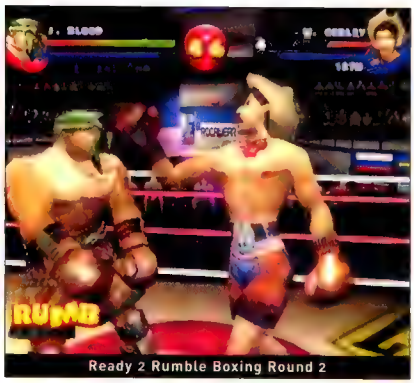
Q-Ball seems [illegible] from physics to be the more realistic of the two. One good way to explore the subtle nuances of this game is to turn on the more detailed guides, which display the complete trajectory of the cue ball (including collisions with other moving balls), and will occasionally display **some surprising complexity**. For example, the angle of the rebound will change depending on how hard you hit the cue ball into the cushion, and the game even plots the slight curve that results from the spin imparted upon collision. Wow.

Q-Ball also sports an extensive training mode. Now, this may prove frustrating when the game doesn't explain in great enough detail what you need to do, but it is a great way to get a handle on the physics of trick shots, backspin and the like.

The biggest problem with the game is that **the interface is slow, imprecise and unintuitive**. Also, the camera is so terrible that you sometimes won't see the outcome of a shot. So while Q-Ball may be a great way for the dedicated novice to develop real-world skills, it's far from perfect for the casual player.

Final Score ●●●◖
Joe Rybicki

E ESRB
Players: 1-2
Memory Card: 94 KB



Ready 2 Rumble Boxing Round 2

Ready 2 Rumble Boxing Round 2

Publisher Midway
Developer Midway
Web Site www.midway.com

[illegible] a quantum period in [illegible] boxing is [illegible] with Mike [illegible] nibbling tactics. De La Hoya's craptastic debut album, enough misjudged fights to make the WWF look [illegible] and Holyfields [illegible] for more [illegible] than fight. There's never been a better time for the bell to ring on the sequel to Midway's rambunctious and unruly cartoon sluglest. But whereas the real boxing mockery [illegible] only [illegible] the energy of their [illegible] R2R2 has tapped into [illegible] like amounts of electrifying power this sequel.

First off, **the game is a visual showcase**. It's glamorous, glitzy and most importantly, seamless. It's a leap from the PS one original.

But the Championship Mode is where the game's most [illegible] and brilliantly so. You'll battle through a career where you [illegible] the ultimate rumbling champion. **The coolest part of the training is the set of minigames** that test your reflexes, timing and memory. They're a blast, but if you're short on time you can auto-train to avoid the whole mini-game rigmarole.

But the Championship mode isn't the only way to play the game. To unlock all the characters, you'll need to fight through the Arcade mode time and again to garner the services of the likes of Shaquille O'Neal and Michael Jackson. There are other celebs hidden, but you'll need to put in some serious time to open them up. That's probably the best thing about the game, though: the replayability. There's always [illegible] and when you're [illegible] that stands your opponent [illegible]

[illegible] R2R2 is a really great game [illegible] never [illegible] not accessibility. I don't [illegible]

Final Score ●●●●
Todd Zuniga

T ESRB
Players: 1-2
Memory Card: 61 KB

Real Pool

Publisher Infogrames
Developer Takara
Web Site www.infogrames.com

As I mentioned in the Q-Ball review, I really wish I could combine these two pool titles into one game. Uber-pool. Here's why. Though Q-Ball appears to be a mind-boggling, accurate pool sim, it's tough for the casual player to pick up due to its poor interface and crude, realistic [illegible]

Real Pool, on the other hand, is far more accessible game. Not only does the interface make the challenge level is much less daunting, the balls just seem to move more like you expect them to. This seems to imply that **the game isn't quite as precise a simulation** of all the dynamic variables involved in pool, but in other words, [illegible] likely to be frustrated by the outcome of nearly every turn.

The addition of a Puzzle mode is a nice touch, offering a heap of [illegible] Real Pool may not be as [illegible] pool fans. Still, I'd say it's the more enjoyable of the two.

Final Score ●●●◖
Joe Rybicki

ESRB: E
Players: 1-2
Memory Card: 145 KB

Real Pool

Sipheed: The Lost Planet

Publisher Working Designs
Developer [illegible]
Web Site www.workingdesigns.com

[illegible] ever crafted. Unfortunately, its late [illegible] PS2 graphics [illegible]

Just wait until you see all the light effects this disc dishes out—**you've never seen anything like it in a game before**. [illegible] to [illegible]

Music [illegible] bad. There are [illegible] tracks, [illegible] but there's [illegible] overall.

But the gameplay—or lack of it—is what really [illegible] Sipheed is control [illegible] and dodging enemy fire. There are **no bombs, no power-ups, no nothing**. It feels very basic.

What a shame, too. This comes from [illegible] developers of my personal favorite [illegible] Radiant Silvergun). Methinks they [illegible] pushed the hardware to its limits, but in the process [illegible] playability. Maybe [illegible] Sipheed [illegible] to [illegible] power down the [illegible]

Final Score ●●●◖
Sam Kennedy

ESRB: T
Players: 1
Memory Card: 65 KB

Unreal Tournament

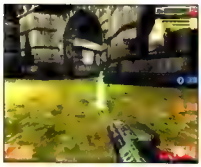
Real disappointment

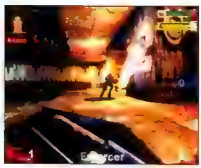
Publisher Infogrames
Developer Epic
Web Site www.infogrames.com

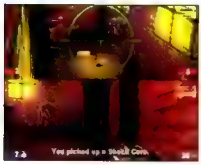
Ask any serious fan of first-person shooters what the fundamental [illegible] to get a stable frame rate, no response, framerate, framerate. It makes sense. If you're playing a game that requires you to [illegible] jump, aim and fire at the same time, having a refresh rate that's too low can [illegible] pretty [illegible]. With a reasonably solid [illegible] high intensity firefight [illegible] strobe effect and [illegible] you know what hit you've been [illegible] by a quickly expanding mass of [illegible].

[illegible] Tournament has framerate issues. Average [illegible] Now, most of the time the game [illegible] along at 30 frames per second, [illegible] terrible for most kinds of [illegible] games, but it's [illegible] able to [illegible] person shooters. That's not the whole story, though. **With more than two or three characters onscreen the engine starts to sputter like an '89 Ford Taurus in the middle of winter**. Jamming these characters, pulling weapons and [illegible] that's [illegible] you know, pretty common in first-person shooters). Try to play at [illegible] even with [illegible] [illegible] and the framerate [illegible] [illegible] Tournament [illegible]

[illegible] part, [illegible] [illegible] over the previous [illegible] Time [illegible] splatters which breezes [illegible] lovely 60 fps even in four-player split







screen mode. S... done the ... done in per... FPS titles ... at E on the F...

Beyond this fundamental issue, UT is a reasonably solid game. The... mission or single-... Capture the Flag ... did a pretty ... PC gamers ... Assault ... pretty ... mode ... control ... map ... the ... the ... other ... more ... most ... even ... would ... selection ...

Another ... get ... game ... the ... type ... lots of ... hold down ... the F...

Assault and Dominat... **there's nothing Unreal Tournament does that TimeSplitters doesn't do much, much better.** ...

Final Score ●●◖
Joe Rybicki

MATURE M — **Players: 1-4**
Memory Card: 141 KB

The Benefits of Variety

The one feature that may keep players reasonably interested is the variety of gameplay modes: Capture the Flag (right), Domination (lower right) and Assault (below). These are in addition to standard group and one-on-one Deathmatches.

Sky Odyssey

Sky Odyssey
Publisher Activision
Developer
Web Site

a solid, entertaining and remarkably challenging game

some of these levels are excruciatingly hard

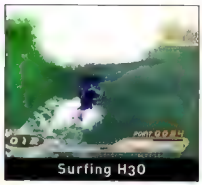
great deal of replay value

Final Score ●●●
Joe Rybicki

EVERYONE E — **Players: 1**
Memory Card: 238 KB

Sky Odyssey

Sky Odyssey


Surfing H30

Surfing H30

Surfing H30
Publisher
Developer
Web Site

While the surfboard is a great idea, it does nothing to help H30's poor controls, which are ...

Graphically, the game is pretty average. The waves don't look too ...

Final Score ●●
Sam Kennedy

EVERYONE E — **Players: 1-2**
Memory Card: 304 KB

Army Men: Sarge's Heroes 2

Publisher 3DO
Developer 3DO
Web Site www.3do.com

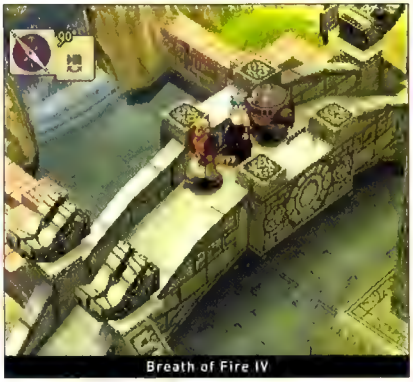
Another month, another Army Men game. But I have to admit that the just fication for this onslaught of apparently s m lar games s finally becom ng clear to me. Having played Air Attack, World War _SA and th s game in short succession, I've come to realize that they really are very d ferent games.

Special aw Sarge s Heroes 2 is **a far more action-oriented game** than the gr tty combat s m that s World War I SA. W rt ur t s, Air had noth ng but re ds. W a weapons, vehicles and enem s, throws in power-ups, q ds (complete with ently magical rapid t). It makes for a much quicker f x than _SA, and the lighthearted t lee makes t somehow easier to f gnash the inevitable host of bugs (and m not talking about the aforementioned graveyard s giant spiders here). Perhaps that s because you re not putting as much concentrat on and effort into the game, so when you suffer a cheap death due to **graphical glitches, targeting problems, mysterious immobility or the absolutely awful controls**, it s not that b g of a deal—at least not as much.

As you m ght have gath r d, th s n t to say that Sarge s Hero s is a part cularly good game. I mean, it s easier to ignore t m an, I would should prove a fair choice for rental.

Final Score ●●◖
Joe Rybicki

T **Players: 1-2**
Memory Card: 1 block



Breath of Fire IV

Publisher Capcom
Developer Capcom
Web Site www. Capcom

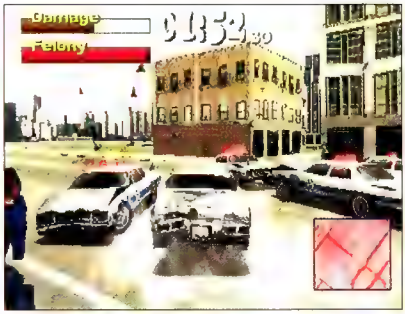
[illegible] as the quests from such [illegible] RPG developers [illegible] And rightly so—the bot [illegible] devoid of innovat on. B F [illegible] change all that, with [illegible] new graphics, new combat [illegible] involving story. The result [illegible] RPG, but **still nothing near the brilliant efforts we've seen from other RPG makers** in the past year.

As in the previous PS one r s [illegible] B F s new a mixture of 2D [illegible] D pol gons. The effect s [illegible] and it eas y to [illegible] the B F s is the better looking RPGs for the platform. [illegible] more detail than in part [illegible] and characters and areas of better th n the ar t. Another neat touch [illegible] the [illegible] Ar [illegible] the [illegible] so intricate, but every tune fits nicely.

Where BOFIV really impresses is in its new combat additions. As in Chrono Cross, you re given the ab l ty to choose the order in which your [illegible] will attack. Every battle [illegible] ability you have to swap in part members during battle. You have party members in your front ne [illegible] are performing the actua fig ting, but you ll be able to swap in part members from your back rows. When needed. What s especially cool about this is that part members in the back rows gain rest and earn back status points, which adds a coo e [illegible] **the abundance of battles in areas that require exploration.** Another [illegible]

Final Score ●●●◖
Sam Kennedy

T **Players: 1**
Memory Card: 1 block



Driver 2

The wheelman has issues

Publisher Infogrames
Developer Reflections
Web Site www.infogrames.com

Driver was totally ruled. It was a ground-breaking, spectacular classic that changed the rules for driving games and all systems. It's since been ripped off and bor [illegible] but it still remains a [illegible] example of innovation. It [illegible] some fairly major flaws that desperately needed fix ng. If there was ever to be a sequel [illegible] to the, manage to do it? [illegible]

The new game isn't perfect by any stretch of the imagination, and while it [illegible] suffers from some problems, **the underlying vibe of the whole experience is even better than in the original.** The majority of this has been helped by the change in the structure of the game. Whereas the original relied on you selecting from message sent on your answering machine, Driver 2 is a much more linear affair. What it lacks in freedom it certainly compensates for in pace. The sense of progression is much stronger this time, and you certainly get a chance to identify with the characters more readily.

As before, the missions vary in style from scene to scene. Sometimes you're racing around the streets chasing bad guys, sometimes you're working surveillance and have to tail someone, and then there are those times when you simply must get from A to B as the entire police force tries to ram you off the streets. The variety really helps set up the Starsky and Hutchiness of it all, and I have to say that if **I were rating this on atmosphere alone, it would get five discs, easy.**

So what's wrong? Well, for a start it's probably a far too ambitious project to be implemented on PS one. There are times throughout all of the levels where you can really tell that it's putting an enormous strain on the poor little gray box. Hopes of slowdown and pop-up being eradicated are immediately dashed the

first time you see an entire st leap out of nowh You can t fault the level of deta the glorious way that the h been rendered (Chicago, s believably Chicago-y, believe me) but **it really hammers the PlayStation when there's a lot on screen** h speed chases that e every c be

That there's the which—having just down ish a real to des Maybe angry, be **this is way too hard** A is quite through the

Originally it was thought that the game would include some on foot action elements where you get to run around on foot. This isn't the case. What you do get though, is the freedom to jump out of your car at pretty much any point and steal any vehicle that's stationary. Can anyone say Grand Theft Auto?

I got the distinct impression at one point that my PlayStation really did want to kill me

complete all these stages I can't help but really like **Driver 2**. Sure it's annoying that the

Final Score ●●●●

John Davison

TEEN T

Players: 1-2
Memory Card: 1 block

Colin McRae Rally 2.0

Publisher
Developer
Web Site

probably up there with GT2 as **one of my all-time favorite racing games of all time**. No really, it's that good.

the perfect rally experience

Final Score ●●●●●

John Davison

EVERYONE E

Players: 1-2
Memory Card: 1 block

Duke Nukem: Land of the Babes

Publisher
Developer
Web Site

let's face it—the whole thing is getting old now

the same engine results in the same action and the same lackluster graphics and framerate. The game's puzzle

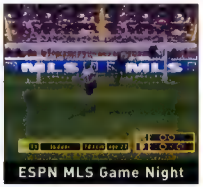
some interesting mission locales like

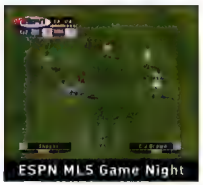
Final Score ●●◖

Chris Baker

MATURE M

Players: 1-2
Memory Card: 1 block





The Emperor's New Groove

Publisher SCEA
Developer Argonaut
Web Site www.playstation.com

Ah yes, here's a video game based on a movie license that isn't half bad. It captures the spirit and flair of the movie, so it will definitely appeal to fans, but it also features solid enough gameplay to entice gamers who have no interest in the movie.

I was pleasantly surprised at how well Sony and developer Argonaut were able to deliver the same sarcastic tone of the movie into the game. In fact, I was surprised at the extent they took it to—**here's one game that totally doesn't take itself seriously**. I'll admit to having chuckled at some of the gags that made fun of traditional video game elements and shortcomings. What's also really cool is that between stages you're treated to scenes from the movie. The digitization was really good, as the FMV looks really nice.

The game's graphics are good (it uses an enhanced version of the Croc engine), and the music is very upbeat and jazzy. Actually, the music and sounds were my favorite aspects of the game—they often perfectly augment the humorous on-screen action. Controls are spot-on as well.

Unfortunately, the gameplay is a mixed bag. While there is a good amount of diversity with its many stages, **a lot of the platforming elements are rather elementary**.

Overall, it's like Spyro, but not quite as fun. Still, fans of platformers and the movie alike should enjoy it.

Final Score ●●●◖
Sam Kennedy

E (Everyone) **Players: 1**
Memory Card: 1 block

ESPN MLS Game Night

Publisher Konami
Developer KCET
Web Site www.konami.com

It's not often Konami, when a big franchise that we've all come to know and love fails to meet expectations. It seems that since Konami hitched ISS Pro with its ESPN license, things have been going downhill. This is the second game we've reviewed this year under that particular banner, and it doesn't particularly impress. That's not to say that it's a very bad game—it certainly isn't. It's just that while FIFA has romped ahead and broken new ground with simulating the sport, Konami seems content to provide us with a more arcadey and simple experience.

At first glance you'd be hard pressed to place MLS Game Night, **it could be any Konami soccer game from the last three years**. If it weren't for the licensed teams from the MLS league joining the 53 international teams you'd have a hard time finding much of a difference.

Controls is perfectly adequate, but **you don't get the feeling of being totally in command of the ball**, the way you do in FIFA 2001. The passing game is a little scratchy (you're better off passing into space than letting the pass system decide where the ball goes), and the CPU AI seems to be a bit suspect in places. If you've played plenty of soccer games you'd be able to run rings around the game in one player mode and you'll soon crave the challenge of a human opponent. Not exactly spectacular.

Final Score ●●●
John Davison

E (Everyone) **Players: 1-4**
Memory Card: 1 block

Lunar 2: Eternal Blue Complete

Classic gaming never goes out of style

Publisher Working Designs
Developer Game Arts
Web Site www.workingdesigns.com

Some RPGs simply blow you away right from the start. Maybe they're jaw-dropping graphical tours de force, or maybe they're popping FMV sequences. Or maybe they offer something unique, innovative, never-seen-before gameplay.

This is not one of those games.

In fact, not only is Lunar 2 will grab you by the shoulders, kick you in the gut, and leave you reeling for breath. Why? First off, it's a remake of a 16-bit classic, so **don't expect the graphics to come close to what we've all grown accustomed to**. And the gameplay, well, it's about what you'd expect from an RPG. Go from town to town, explore dungeon after dungeon, talk to people along the way, level up, and slog your way through boss battles. Not exactly a radical departure here.

But, wait. Before you move on to the next review and before I get trampled and lynched by a legion of rabid hardcore Lunar fans, let me tell you that despite its limitations, Lunar 2 still stands far above many of today's modern RPGs, offering a delightfully refined gaming experience. And thanks to Working Designs' able efforts, the game has **some of the best writing ever in a console RPG**.

Full of subtle adult humor—along with not so subtle innuendos, puns, and pop-culture references—Working Designs' translation flows effortlessly. The story itself is a nice mix of picaresque adventure, budding romance and developing friendships that never gets too heavy from the weight of all the underlying themes. The frequent anime cutscenes are charming enough to win over even a notorious anime hater like me. Also noteworthy is the likable (but B-movie quality) voice-acting.

And then there's the battle system. At first glance it looks simple enough, with an easily navigable interface and limited commands. But that surface simplicity belies a **deep system that requires strategic thinking and careful choices**. You'll have to plan every hit, spell or defensive maneuver to take full advantage of your placement, movement and speed. Enemies also animate differently depending on what attack they're about to unleash, allowing you to better plan your moves. And best yet, absolutely no random battles!

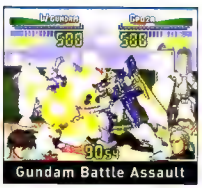
It's too bad Lunar 2 suffers from a few problems, like **frequent slowdown and long battle load times**. I also wish Working Designs put as much care into Lunar 2 as they did with its predecessor. In the first PS one Lunar remake, for example, almost every character had something different to say the second time you approached them, but in Lunar 2, a much greater number of the NPCs only parroted back what they had just said. Still, these are relatively minor gripes.

So it's not a revolution in gameplay. Fine. But Lunar 2 does plenty of things well enough to warrant a look even from gamers weaned on all those new-school RPGs with their fancy-schmancy graphics. If you've played the first Lunar remake, then you already know what I'm talking about. If not, consider playing this one—not for a look at how games used to be, but for how games ought to be.

Final Score ●●●●
Gary Steinman

T (Teen) **Players: 1**
Memory Card: 1 block

Sure, Lunar 2 is pricey ($69.95), but you get a whole lot in the box. Along with a three-disc game, there's a music disc and a Making Of disc, a hardbound manual that's full of extras like artwork and developer interviews, character mini-standees, and a full-size Lucia's Pendant that no self-respecting person would be caught dead wearing. Basically, a fanboy's wet dream.



F1 Championship Season 2000

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

Hang on a sec... didn't EA Sports already do this this year? Why, yes, yes they did. So, er, why do another one? Well, that probably has something to do with making the very most out of an extremely expensive license.

We reviewed the first F1 game from EA Sports this year back in issue 33, where it scored a respectable three and a half. Back then the F1 season had barely started, and we commented that the game was different from many other F1 licenses in that it didn't provide "real" situations from the season, but instead gave you the tools with which to play along. **This new release is pretty much the same thing, only with a retrospective view.** The season's over, shiny things have been won and situations have been remembered. And that's where it's game steps in. As well as being able to race through the whole season again with realistic events, one of the notable features here is the "scenario" mode that gives you specific goals to race through and try to achieve results akin to real life.

In all, it's not a bad package. It looks great and sounds awesome, but suffers considerably from one of the twitchiest control systems I've ever encountered. I'm sure the analog control isn't actually analog, it's simply set it possible to take a curve smoothly! Not bad, but not great.

Final Score ●●●◖
John Davison

E — Players: 1-2
Memory Card: 3 blocks

Freestyle Motocross: McGrath vs. Pastrana

Publisher Acclaim
Developer Z-Axis
Web Site www.acclaim.com

Developed by the same team as Acclaim's extreme sports games, you get the part-low-poly, part-hand-drawn, part-dream, part-surreal graphic style that's quite refreshing. It's good that the company is capable of releasing a game of the genre that doesn't totally suck. Granted, Freestyle Motocross isn't exactly Gran Turismo, but it does succeed in achieving some decent mediocrity.

The main thing the game has in its favor is that **it truly goes where no motocross game has gone before**. In FMX it can actually benefit your performance if you don't pay to perform tricks as you fly your way through the game's points-earning and impressive feats of skill are the primary determinant of whether or not you'll get to the next level. Not too bad this, maybe doesn't have the sort of circuit attributes that'll keep you addictively playing for months, but it's a refreshing change from the endorsement-happy games that the biggest names in this sport—this is **the closest thing motocross has to a Tony Hawk**.

With improved physics, graphics and framerate and a few more tracks, Acclaim might have had something special. But, as it is, the game is still a big step up for them.

Final Score ●●◖
Chris Baker

E — Players: 1-2
Memory Card: 1 block

Gundam Battle Assault

Publisher Bandai
Developer Bandai
Web Site www.bandai.com

As most by default it seems, although most games based on anime series are enjoyed only by those already fans of the source material, I mean Dragonball Z games are some of the most sought after titles on eBay, yet they aren't exactly regarded as top-of-the-line. But I'm not a Gundam fan, and you know what? I had a good time with Gundam Battle Assault. While it features little of the technique demanded of a standard fighter, its **unique graphical style** and mech fighting more than kept me interested.

Similar to Capcom's vs. series, gameplay sees four, two-on-two combatants jumping about and performing large attacks. But you're also given boosting power which allows you to, in a limited fashion, attack from the air. Most of your moves are performed with Street Fighter-style button combos. There is some sort of fighting strategy, but unfortunately there is also some button mashing.

Gundam's 2D graphics aren't too shabby. In battle, the game **flawlessly scales in and out, and some of the massive bosses are truly amazing**. On the other hand, the static cut scenes featuring text boxes aren't exactly inspiring. Music and sound effects are solid.

Overall, Gundam Battle Assault is the perfect game for Gundam fans. But even better, anyone into mech fighting should likely enjoy it, too.

Final Score ●●●
Sam Kennedy

T — Players: 1-2
Memory Card: 1 block

Harvest Moon: Back to Nature

Publisher Natsume
Developer Victor Interactive Software
Web Site www.natsume.com

Spending six new seasons tilling the soil in Harvest Moon was enough to give even an old fart like me a newfound respect for farmers. I never knew how much it goes into building up a successful farm.

But Harvest Moon isn't just the best farming sim out there—no, it's much more. Part RPG, part resource management, part strategy, part dating sim, part action, how fast can you sow your seeds with the clock ticking down? Harvest Moon is **more like a full life simulator**.

It's also one of the only non-linear games that I've played across. Sure, you've got schedules and a calendar to contend with, but you can spend each and every day however you like and develop your farm in wholly unique ways. Meanwhile, you've got all the time in the world to farm the hillsides, chat with the townies, partake in the many lighthearted mini-games, and search out the dozen or so secrets hidden throughout the town. The game is absurdly deep, **after playing dozens of hours, I still felt I had barely scratched beyond its surface**.

Like I said though, Harvest Moon can be quite repetitive. Your daily chores often feel too much like work, well, chores. The game's graphics and slow pace will also turn off some gamers. Life on the farm ain't for everyone, but it's goshdarn rewarding for those who put in the effort.

Final Score ●●●●◖
Gary Steinman

E — Players: 1
Memory Card: 4 blocks

Mary-Kate and Ashley: Magical Mystery Mall

Publisher Acclaim
Developer n-Space
Web Site www.[illegible].com

Considering it's [illegible] Mary-Kate and Ashley [illegible] well-[illegible] snowboarding [illegible] design and [illegible] sim [illegible] even [illegible] song [illegible] there's nothing [illegible] Michelle Tyne-[illegible] Rocket Queen [illegible]

Final Score ●●●◖
Chris Baker

E — Players: 1
Memory Card: 1 block

Moto Racer World Tour

Publisher Infogrames
Developer Delphine
Web Site www.infogrames.com

The Moto Racer series was the first real motorcycle racing game on the PlayStation and one of the first games to support analog control. And since the very first game, Delphine has implemented control that is as close to perfect for this kind of game as we're likely to see in our lifetimes.

I'm happy to report that this is still the case—mostly. **There's no game around that can touch the ultra-tight control** found in the street bike segments of Moto Racer World Tour. But unfortunately, it seems as though the motocross half of the game has slipped a bit, your bike seems far more likely to slide around turns than it does to actually turn. This leads to a powerless feeling—not to mention an intimate relationship with lots of guard rails.

Of course, this may have been intentional, it's clear **the difficulty level has been pumped up** through out the game. You will need to stay extremely sharp, braking carefully at the turns and accelerating smoothly, so the back end doesn't go out from under you. Success in MRWT may require patience and dedication, but the sense of accomplishment upon mastering a course makes it worth it, as do the new modes (like the ability to race in traffic—yikes!) which become available upon beating the championships. Highly recommended for any racing fan.

Final Score ●●●●
Joe Rybicki

E (Everyone) — **Players: 1-2**
Memory Card: 1 block

NASCAR Heat

Publisher Hasbro Interactive
Developer Dice
Web Site www.hasbrointeractive.com

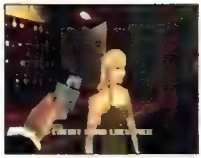
NASCAR Heat suffers a lot of the same problems NASCAR 2001 does: a limited amount of cars on the track, not the greatest setup options in the world, and not really enough competition to make the season mode worth spending any time on. However, **Hasbro is to be commended for taking an entirely different angle with the NASCAR license.**

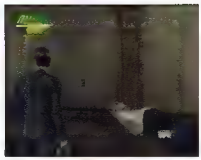
NASCAR Heat offers a collection of different play modes that keep the game fresh. Beat the Heat consists of various challenges that face real drivers on any given Sunday. Sunday SUNDAY. Some of them have even been designed by NASCAR superstars. Hasbro took the celebrity involvement of Heat even further when they got drivers like Dale Earnhardt, Mark Martin and Bobby Labonte to record their best laps. Then, in the Race the Pro option, players have the chance to beat their times. There's something really cool about being able to say you're better than Dale Earnhardt at a NASCAR game. Of course, on top of all this are the obligatory Single Race, Championship and Multiplayer modes.

NASCAR Heat even **includes the tracks that EA Sports' latest game didn't.** In fact, it's a better all-around product. If not for the downright ugly graphics, Heat would be a buyer. Instead, just rent it and save your pennies for the gorgeous PS2 version coming this spring.

Final Score ●●●◖
Greg Sewart

E (Everyone) — **Players: 1-2**
Memory Card: 2 blocks





The World Is Not Enough

And neither is this game

Publisher Electronic Arts
Developer Black Ops
Web Site www.ea.com

GoldenEye on the N64 has a lot to answer for when it comes to messing with people's expectations of a James Bond game. It may be getting old now, but it's still one of the definitive first-person shooters. What I fail to understand is why do all the Bond games on the PlayStation suck?

OK, OK, maybe I'm being harsh. TWINE certainly doesn't suck as its predecessor Tomorrow Never Dies did, but that's another matter. But it hardly God's gift to action gaming. For a start, **where the hell are the multiplayer modes?** If there's one thing that GoldenEye conditioned everyone into wanting from their Bond experience, apart from a taste for vodka martinis, it was fast, hardcore, split-screen fun. TWINE has nothing. Nada. Zip. Zilch. Null. You get the one-player experience and that's your lot. Sure, that experience does a more than adequate job of recreating the story from the movie, but it's a bit disappointing, a bit conned by the lack of extra modes. Especially when the N64 version of TWINE has multiplayer modes dripping from every orifice. Boo! Hiss!

As first-person shooters on PlayStation go, this certainly isn't a bad one. I wouldn't place it as high on my list as either of the Medal of Honor games, but it's still pretty good. It does suffer from some pretty major problems though. First is that it comes from the same school of thought as Driver 2, Black Ops was obviously extremely ambitious about what it wanted to wring from the PS one and in places I think maybe it was pushing things a bit hard. Some of the more spectacular set pieces have a tendency to **chug along at an alarmingly slow rate** and really struggle as you play through. It really messes with the pace, and to be honest, in a game where precision is important, I think the framerate is more crucial than other considerations.

Second, there's the matter of bad guy spawn points. Walk down a corridor with nothing behind you except an elevator, set off an alarm, and suddenly there are three angry thugs behind you emptying their machine guns into your backside. Where did they come from? There are no doors back there, just the elevator, and the doors to that never opened. **Realism apparently leaps out of the window** at that point, and as it continues to occur during the increasingly tough levels, you just end up getting more and more angry with it. Thankfully, to compensate the game does offer up plenty of variety. The levels provide you with a number of variations on the FPS theme, with some interesting control tweaks for when you're skiing or whatever. There are also **plenty of cool Bondian gadgets** to wave in people's faces. My particular favorite is the pen that screws with metal detectors. The bad guys don't even bat an eyelid as you wander around like a buffoon holding the thing in front of your face with its sticky-out prongs emitting beepy noises.

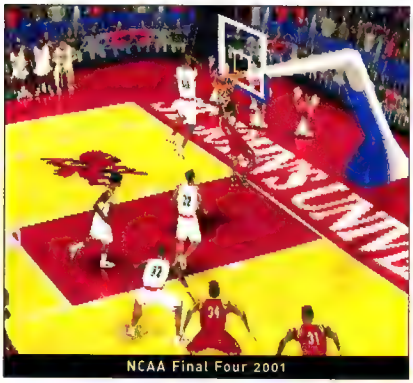
In all, I have to say I was disappointed. We have yet to enjoy something that even meets the standards of an early generation N64 game. What a crying shame.

Final Score ●●●
John Davison

T (Teen) — **Players: 1**
Memory Card: 1 block

SPOT THE GADGETS

As you expect, Mr. Bond gets to carry a vast array of different goodies with him on each mission. He also enjoys healthy sponsorship deals with a variety of large corporations like Motorola, whose logo dominates the options screen when you pause the game. Does that make you want to buy gadgets?



NCAA Final Four 2001

Publisher Sony CEA
Developer 989 Sports
Web Site www.989sports.com

I was going to start by writing down the important elements of college hoops. I was going to talk about an advantage of momentum, energy that died for an entire game and a Cinderella-turned-giant killer. But, based on 989's latest effort, none of these things will still be present in NCAA basketball this season.

Don't be alarmed; I'm being facetious. Even though FF2001 has tried to make college basketball frustrating and annoying, the annual March tournament will still feature teams trying to dismantle, dethrone and persevere. The bad version, on the other hand, leaves one with an "I just woke up and it's 25-years-later and college basketball sucks now" kind of feeling.

For starters, **there is *no* atmosphere**. Announcer Quinn Buckner seems bored out of his gourd, and you can actually hear a few sixpack fans wake to clap when a game-tying bucket keeps your Sweet 16 hopes alive. Otherwise, it's a cathedral.

Gameplay-wise, dribbling is part of the catastrophe. There's only one button for the few special moves (spin, crossover), and they don't seem to have an effect on defenders. Even the gimp, bailers of Hofstra are unfazed by your guard's best efforts. When you daringly try to make something of your killer crossover, it's an invitation to be stripped. Repeat. Special dribbles = turnovers. Dumb.

The biggest bonus of the game is its smoothness. But even that causes problems. Passing the ball is an annoyingly deliberate, albeit smooth, act. Any flow is lost when it takes a guard two seconds before he can put a shot. The [illegible] allows the [illegible] defenders to jump six feet high to shove the ball down your gullet. This [illegible] AI, which **ignores the game situation**. Late in the game they [illegible] the ball. With [illegible] at the end. What?

Oh, and when you [illegible] the ball, be careful. You might toss it to the inbounder who is, ahh, yes, out of bounds! And if you throw the ball the length of the court, your lone offensive player might never see his teammates until he shoots. Sweet.

[illegible] Jam [illegible] Tournament [illegible] Tournament [illegible] now it just asked A.D.D. disappointment.

Final Score ●●
Todd Zuniga

E — **Players: 1-4**
Memory Card: 4 blocks

Power Rangers Lightspeed Rescue

Publisher THQ
Developer Climax
Web Site www.thq.com

[illegible] Power Rangers [illegible] the Rangers [illegible] Power Rangers game. Regardless, **mediocre license-milker** [illegible] generate any more interest, even for the young target audience, there's not a lot here to keep your attention. Controls are jerky and inaccurate, levels are bland, and mass on objectives are monotonous. Even the [illegible] been a huge point [illegible] pixelated and jerky. No [illegible]

Final Score ●◐
Joe Rybicki

E — **Players: 1-2**
Memory Card: 1 block

RC de GO!

Publisher Acclaim
Developer Taito
Web Site www.acclaim.com

Can some [illegible] the FF [illegible] the Rangers [illegible] RC de GO! [illegible] manner, basically serving as **an updated, deeper incarnation of the NES classic**. And it's every bit as fun.

Just like R.C. Pro-Am, this Acclaim racer's most immediately unique quality is its perspective [illegible] of a side view of the course in which the dynamic camera zooms in to [illegible] time. But it can be tough, as **some races are so competitive that you'll often find yourself exhaling deeply at the end** of that tense 55 to 75 seconds.

Your best bet in winning those tough races [illegible] appropriate [illegible] parts and abilities [illegible] These [illegible] to engine [illegible] feature the [illegible] experience [illegible] Some [illegible] teddy bear! It's just too bad there's no way to play against a friend.

Final Score ●●●●
Chris Baker

E — **Players: 1**
Memory Card: 2 blocks

Ready 2 Rumble Boxing Round 2

Publisher Midway
Developer Midway
Web Site www.midway.com

Ready 2 Rumble [illegible] trying [illegible] one version. In fact, I hated it. There was no defending yourself in the FF. Arms were overaggressive and you "box," and there was [illegible] depth to keep me awake [illegible] matches.

Round 2, though, is a different story. **The different modes seem to have a purpose.** Whether it's the mode, the goals [illegible] or new characters [illegible] the Championship mode, there's [illegible] to become the [illegible]

[illegible] and it will generally lead to a knockdown. And you'll *have* to use this system because **the CPU crowds you and absolutely takes over the fight** [illegible] the FF [illegible] Ring. When [illegible] and [illegible] tips and traps.

R2R is a blast. But there's [illegible] rings. This is a rental [illegible]

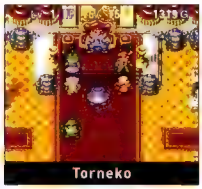
Final Score ●●●
Todd Zuniga

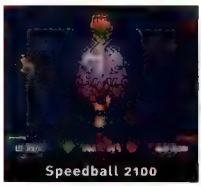
T — **Players: 1-2**
Memory Card: 1 block

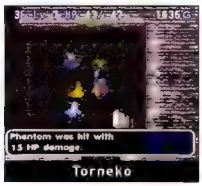
But enough about us...

What do *you* think?

Do you think we [illegible] off on one of our reviews this month? Do you [illegible] you noticed elements of the game that we missed? Well, here's your chance to sound off! Send us your own reviews of any current game at **opm@ziffdavis.com** *with the subject line "Reader Review" and we'll run the best ones in your own words. Remember, we're looking for reviews of the quality, critiques of our own reviews will be noted but not considered for print. So there.*







Speedball 2100

Publisher Empire

Developer Bitmap Brothers

Web Site www.empire.co.uk

If you will permit me to show my age for a moment, the original version of this on the Amiga and Atari ST was one of my favorite games in the early '90s. Speedball 2, by the terribly hip (at the time) Bitmap Brothers, was arguably one of the finest games of its age, and later proved its popularity further when converted for the Genesis. Speedball 2100 is quite clearly an attempt by the Bitmaps to make a comeback. And I really wish they hadn't bothered, as **the game does little but damage my fond memories of the old classic.**

It's a future sport, it has lots of players that can be modded and traded, and the whole look is clearly influenced by Rollerball. The game plays really fast, requires a modicum of skill, but unfortunately, fails to really hold your attention for very long. The biggest problem is that it looks terrible. **If there was ever something that didn't need a polygonal update, this is it.** The in-game stuff is pretty okay, and it's really tiring on the eyes. On top of this, the menu screens that guide you through the management of your team are spectacularly bad. Even after plugging into one of our ninja TVs in the office you still couldn't read the text properly, so navigating the management system was painful.

Some things should just be left alone—and unfortunately, Speedball is one of them.

Final Score ●●◖

John Davison

T Players: 1-2
Memory Card: 1 block

Torneko: The Last Hope

Publisher Enix

Developer Chun Soft

Web Site www.enix.com

Take 8-bit gameplay, jazz it up with 16-bit graphics, throw in a portly shopkeep who prances around in a lady's pink nightshirt, remove any semblance of level design, and you've got the recipe for this old-school Dragon Warrior-based dungeon crawl.

If you've never played a dungeon crawler, here's how they work: push your way through randomly generated dungeons, fight enemies in pseudo-real time, level up, and search for all kinds of booty. Each time you enter a dungeon you start off with no experience, meaning you'll have to level up all over again. These games usually feature a nice variety of enemies and items (and Torneko is no exception), but the dungeons all look alike—they're basically a collection of rectangular rooms connected by corridors, with **absolutely no puzzles and very few secrets to uncover.**

While Torneko may seem like a decent kid game, it quickly becomes far too challenging for younger players. What's more, it has a thoroughly unforgiving save system that basically punishes you for saving your progress while in a dungeon.

Torneko does have its moments, partly due to the Dragon Warrior connection, partly due to its old school appeal. But even the most nostalgic of gamers will be hard pressed to find much fun here.

Final Score ●●

Gary Steinman

T Players: 1
Memory Card: 2 blocks

WWF Smack-Down! 2: Know Your Role

Forklifts, caskets and ladders, oh my

Publisher THQ

Developer Yuke's Co

Web Site www.thq.com

Shenanigans, tomfoolery, high jinks and ballyhoo are all words you might want to commit to memory if you're going to engage in the WWF's latest PS one masterpiece. After all, this is SmackDown! 2, where the number of false-ass-kickings is rivaled only by the amount of vocal ventilating.

Since the real WWF is founded on adversarial twists, uncertain loyalties and preposterous storylines, the game reflects this same soap-opera style shit-ing with a sultry decadence. The television version proves that rules are made to be broken, and SmackDown! 2 does its part to keep that ideology thriving.

Here are a couple of examples. Instead of unlocking characters in a traditional way (you know, beating a boss, winning a big match, topping someone's head off with a flying elbow), our modern-day gladiators show up uninvited to battle and belittle. After losing the first pay-per-view of the season, Stone Cold Steve Austin retaliated by putting a wrecking ball through Triple H's bus. Another instance of particular coolness was when I found myself backstage as Kurt Angle. I was, to say the least, surprised to find an archnemesis chasing me around with a forklift trying to put a premature end to my gold medalist's career. But who can blame him?

If the above isn't convincing, I'll put it simply: SmackDown! 2 is great and it **should appeal to more than just WWF die-hards.** There are enough different matches (ranging from Casket to Table to Ladder to Hell in a Cell) to keep a whole room of people entertained. And there are so many different WWF personalities, men and women alike, that the appeal is universal. (did I just say that?). Of course, if you want to be your own man or woman you can make your own man or woman in the Create-A-Wrestler. It's here where you become capable of creating the sharp-witted, sharp-elbowed, sharp-dressed character of your choice. There are options aplenty.

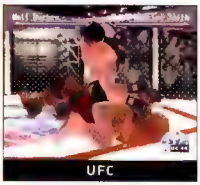
A **heftier Career Mode interface** has been set up to keep you merrily buried in the action. When Thursday night's SmackDown! is on your tube

you'll see a list of matches for the evening (always subject to change based on the whims of genius commissioner Vince McMahon the unlockable Mick Foley doesn't show up for a while). And you can never step too far away from a controller. You might get beaten backstage, provoke some political opponent or be asked to participate in some hoo-ganism. If you're not involved with any sketchiness, you can watch abbreviated versions of matches featuring pictures of brawlers and energy bars which decrease as a moderately stomped-on wrestler's health ticks. It's a perfect way to keep in touch with what rivalries are developing and where the story, nebulous though this remains, is always unpredictable) might go.

The text which was annoyingly terse in the first SmackDown! as boring but it's still there. There's very little voice from the wrestlers, so you're mostly going to see people say the same things over and over again. But there is more of it. For instance, you'll be asked to

interfere on occasion, which is a nice touch so **you can call the shots of your career**. And if you happen to be playing with a created character, you can actually type in text to replace the simple "yes" and "no" answers that the marvelously verbal pros are given. One more cool thing: Backstage attacks may alter the playbill for the evening. If someone twists a knee or takes a table to the solar plexus, expect ramifications.

The rivalries that are made and lost are another exclamation point



Ultimate Fighting Championship

Publisher Crave

Developer Op...

Web Site www...

Without spitting around the Dragon of Doom, my term) I would not last 10 seconds against any of the UFC puguists. Unfortunately, in the PS one game, I can't even last that long. The average match length even after throwing some brutal roundhouse fists and an overhand knuckle buster or two **only about 15 seconds** ... after no quick ... make you feel like you're watching the real thing

On occasion the load times might even make you down but they've gone to the trouble to add tiny pictures of the ... to give you ... Mortal Kombat ... you're boxing at Trish Stratus or The Rock. ... both cases, I ... could be ... that the ... at risk of being outdated sooner than it should. But it looks like they've ... my face pre-massive ... to bloody, yours ... sadly, though, it doesn't ... on the PlayStation.

... needs ... Create-A-Fighter where the ... the plethora of matches and the pick-up-and-play factor make it ... for more ... Those ... seconds of button mashing. And load times should never be lengthier than the match, but sometimes they are. Curiosity killed the cat, and it can kill your bank account, too. Rent this first.

Final Score ●●◖

Todd Zuniga

T TEEN — **Players: 1-2 Memory Card: 1 block**

WCW Backstage Assault

Publisher I A Ga...

Developer I A ...

Web Site www...

... pretty hefty ... I A ... A ... I ... Backstage Assault ... game ... trying to be ... like rooms and parking garage. Whatever purity wrestling has the ring is, in my opinion, a vis on of th... nquest onable pur... being com... pletely aband ned. **I know it's trying to be over the top, but it's silly.**

The ... ness, though, doesn't ... enjoyment. This game is the ... Don't Try This at Home. You can ... tear payphones off walls to ring your opponent's bell, take baseball ... at the ... pes, and set ... opponent ablame by toss ng h m into a burning trash can (yikes!).

... up to **a peak of violent joy**. ... on top of that ... ling mountain ... long. Why? ... because even with all the unlockables, extra moves and hidden ... to be pretty ... A propaganda to be ... sn't boring.

... sketchy and ... stars are with ... personality. Go with SmackDown! 2. At least it has ...

Final Score ●●

Todd Zuniga

T TEEN — **Players: 1-2 Memory Card: 1 block**

Woody Woodpecker Racing

Publisher Kona...

Developer ...

Web Site www.konan...

... Woody, ... Woodpecker ... anymore? The ... you might enjoy ...

Final Score ●●

Chris Baker

E EVERYONE — **Players: 1-2 Memory Card: 1 block**

You Don't Know Jack Mock 2

Publisher Sierra On-Line
Developer Starsphere Interactive
Web Site www.sierra.com

Don't ask me how, but I've managed to procure this omitted question from You Don't Know Jack Mock 2. See if you can get it right:

If the You Don't Know Jack series is the Pac-Man power pellet of PlayStation and PC game show franchises, what could the ghost, Jack, in YDKJM2 to turn it into a serious money-sucker?

a) Remove all enterta ning jingles that introduce each question, replacing them with a computerized female voice saying simple things like "four."

b) Remove the opportunity to select a category, instead mak ng each 15 question game (none of th s seven- or 21-quest on business) an "episode" in which all **less-funny-than-ever questions** center around a s ngle theme—loosely at that.

c) Downgrade the graphics eng ne so that the Jack Attack, for example, looks like someth ng the Easter Bunny vomited.

d) Get that br lliantly sarcastic and equally hilarious host Rao,il out of there. Meanwhile, the replacement's name should rhyme w th the **overall unfunny performance** he delivers—something l ke "Shm tty."

e) All of the above. (In other words, r p a l of the personality out of the series, along with a.l of the fun. Make gamers get the r laughs from NFL GameDay 2001 on PS2 instead.)

The answer, of course, is E. It's too bad we'll never really know why this question didn't make the final cut.

Final Score ●●
Chris Baker

ESRB: T — **Players: 1-3** **Memory Card: 1 block**

PS2 Review Archive

Game names in [illegible] indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Armored Core 2	Agetec	●●●	39
Dead or Alive 2: Hardcore	Tecmo	●●●●½	39
Dynasty Warriors 2	Koei	●●●●	38
Eternal Ring	Agetec	●●	38
ESPN International Track & Field	Konami	●●●	39
Evergrace	Agetec	●●	39
FIFA 2001 Major League Soccer	EA Sports	●●●●½	39
Gradius III and IV	Konami	●●●	39
Gungriffon Blaze	Working Designs	●●●●	39
Kessen	EA Games	●●●	39
Madden NFL 2001	EA Sports	●●●●½	38
Midnight Club	Rockstar	●●●●	39
Moto GP	Namco	●●●●	39
NHL 2001	EA Sports	●●●●	38
Orphen: Scion of Sorcery	Activision	●●●	39
Ridge Racer V	Namco	●●●●½	38
Moto GP	Namco	●●●●	39
Silent Scope	Konami	●●●	39
Smuggler's Run	Rockstar	●●●●½	39
Street Fighter EX 3	Capcom	●●●½	39
Summoner	THQ	●●●	39
Swing Away Golf	EA Games	●●●	38
Tekken Tag Tournament	Namco	●●●●½	39
TimeSplitters	Eidos Interactive	●●●●½	39
Wild Wild Racing	Interplay	●●●	39
X Squad	EA Games	●●●½	38
Broken Sword I	Crave	●●●½	27
Brunswick Circuit Pro Bowling	THQ	●●●½	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bugi Riders	GT Interactive	●●	3
Bugs Bunny Lost in Time	Infogrames	●●●½	23
Builder's Block	Taleco	●●●½	35
Bushido Blade 2	Square EA	●●●½	14
Busta Groove	989 Studios	●●●●	16
Bust A Move 99	Acclaim	●●	19
Bust A Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●½	39
C: The Contra Adventure	Konami	●½	12
Caesar's Palace I	Interplay	●●	15
Card nal Syn	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●½	2
Castlevania: [illegible]	Konami	●●●●●	21
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Interactive	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●½	25
Chessmaster II	Mindscape	●●●½	23
Chocobo Racing	Square EA	●●●	29
Chocobo's Dungeon 2	Square EA	●●½	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization I	Activision	●●●●½	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●½	28
Colin McRae Rally	Sony CEA	●●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●½	31
Colony Wars: Vengeance	Psygnosis	●●●½	14
Command & Conquer: Red Alert	Virgin	●●●½	4
Contender	Sony CEA	●●●●	17
Cool Boarders 2	Sony CEA	●●●½	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	29
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●½	32
Covert Ops: Nuclear Dawn	Activision	●●●	34
Crash Bandicoot: [illegible]	Sony CEA	●●●●●	3
Crash Bash	SCEA, Universal	●●½	39
Crime Killer	Interplay	●●●	24
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●½	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	20
Cyber Tiger	EA Sports	●●●●	27
Danger Girl	THQ	●●½	39
Dark Omen	Electronic Arts	●●	9
Dark Stalkers	Capcom	●●●●	16
Dave Mirra Freestyle BMX	Acclaim Max	●●●½	38
Dead in the Water	ASC	●●½	17
Dead or Alive	Tecmo	●●●●½	8
Deathtrap Dungeon	Eidos	●●½	9
Deception III: Dark Delusion	Tecmo	●●●½	41
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●½	10
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●●½	31
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●½	38
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●½	27
Dragon Valor	hamco	●●●	38
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●½	11
Driver	GT Interactive	●●●●	24
Duke Nukem: Time to Kill	GT Interactive	●●●½	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Duke of Hazzard	Southpeak	●½	29
Dune 2000	Electronic Arts	●½	27
Eagle One: Harrier Attack	Infogrames	●●●	32
Egg Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●½	30
Ehrgeiz	Square EA	●●●½	21
Enthander	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●½	20
Eternal Eyes	Sunsoft	●½	38
Evo Zone	Tecmo	●●●	25
Expendable	Infogrames	●½	34
F1 2000	EA Sports	●●●½	33
F1 Racing Championship	Ubi Soft	●●½	39
Family Feud	Hasbro Interactive	●●●	39
Family Game Pack	3DO	●●½	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●½	30
Fear Effect	Eidos	●●●●½	31
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●½	4
FIFA 99	EA Sports	●●●●½	17
FIFA 2000	EA Sports	●●●●½	27
FIFA 2001 Major League Soccer	EA Sports	●●●●½	39
The Fifth Element	Activision	●½	15
Fighter Maker	Agetec	●●●½	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●½	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●½	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones: Bedrock Bowling	SouthPeak Interactive	●	37
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●½	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●½	11
Freestyle Boardin' '99	Capcom	●●½	18
Frogger	Hasbro Interactive	●●½	4
Frogger 2: Swampy's Revenge	Hasbro Interactive	●●●	38
Front Mission 3	Square EA	●●●½	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●½	3
G-Police 2	Psygnosis	●●●●	25
G Darius	THQ	●●●●	13
Gekiga: Destination Earth	Hasbro Interactive	●●½	39
Gekiretsu	Crave	●●●	33
Gallop Racer	Tecmo	●●½	28
Gauntlet Legends	Midway	●●½	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●½	20
Gex: Enter the Gecko	Midway	●●●½	7
Ghost in the Shell	THQ	●●●●	4
Gibraltar	Hasbro Interactive	●●	28
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●½	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●½	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●½	26
Gransream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●½	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
HardBall '99	Accolade	●½	15
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●●	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●½	30
Hot Wheels Turbo Racing	Electronic Arts	●●●	25
Hydro Thunder	Midway	●●	31
Incredible Crisis	Titus	●●●½	38
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●½	28
Int. Superstar Soccer '98	Konami	●●●●½	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●	18
ISS Pro Evolution	Konami	●●●●½	35
Jackie Chan Stuntmaster	Midway	●●●½	30
Jade Cocoon	Crave	●●●½	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Interactive	●●●●	17
Jeopardy! 2	Hasbro Interactive	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●½	38
Jersey Devil	Sony CEA	●●½	10
Jet Moto 2	Sony CEA	●●●½	3
Jet Moto 3	989 Studios	●●●½	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●½	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●	28
K-1 Revenge	Jaleco	●●●	18
Kengo	Agetec	●●●	38
Kick Off World	Acclaim	●●½	39
Kinetica	Crave	●●●	39
King of Fighters 99	SNK	●●●½	39
Knockout Kings 2000	EA Sports	●●●●	27
Kurushi Final	Agetec	●●●	39
Lego Racers	Lego Media	●●●	39
Legend of Dragoon	Sony CEA	●●●●	39
Legend of Legaia	Sony CEA	●●●●	39
Legend of Mana	Square EA	●●●●	39
Lemmings & Oh No! More Lemmings	Psygnosis	●●●	39
Looney Tunes: Space Race	Infogrames	●●●	39
Lucky Luke	Infogrames	●●●	39
Madden NFL 2000	EA Sports	●●●●	27
Madden NFL 2001	EA Sports	●●●●½	39
Magic: The Gathering	Crave	●●●	39
Mat Hoffman's Pro BMX	Activision	●●●	39
Max Steel	Mattel	●●●	39
Medal of Honor	EA Games	●●●●	39
Medal of Honor: Underground	EA Games	●●●●	39
Mega Man 64	Capcom	●●●	39
Mega Man Legends	Capcom	●●●●	39
Mega Man Legends 2	Capcom	●●●●	39
Mega Man X4	Capcom	●●●	39
Mega Man X5	Capcom	●●●	39
Mega Man: Battle & Chase

Game names in [illegible] indicate a Greatest Hits title. Ratings in red indicate a five-disc score

Game	Publisher	Score	Issue
Kagero: Deception II	Tecmo	●●●●●	14
Kartia	Atlus	●●●●	12
Kensei: Sacred Fist	Konami	●●●	17
Killer Loop	Crave	●●●	27
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●●	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●●	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Return to the Great Valley	Sound Source Interactive	●●●	39
[illegible]	Eidos	●●●●●	25
The Legend of Dragoon	Sony CEA	●●●●●	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●●	35
Lego Rock Raiders	Lego Media	●	37
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●●	4
Looney Tunes Racing	Infogrames	●●●	39
[illegible]	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●●	22
[illegible]	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●●	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Marvel Shi'es: Street Fighter	Capcom	●●●●	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●●	30
Mass Destruction	ASC	●●●	3
Maximum Force	Midway	●●	2
MDK	Playmates	●●●	3
[illegible]	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
Medievil	Sony CEA	●●●●	14
Medievil II	Sony CEA	●●●●	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●●	39
Mega Man X4	Capcom	●●●	4
[illegible]	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Mission :mpossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●●	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●●	33
MLBPA Bottom of the 9th '99	Konami	●●●●	12
Mobil 1 Rally Championship	Electronic Arts	●●●●	32
Monaco Grand Prix	Ubi Soft	●●●●	21
Monkey Hero	Take 2	●●●	18
Monkey Magic	Sunsoft	●	29
[illegible]	Hasbro Interactive	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Seed	Sunsoft	●●●	20
[illegible]	Midway	●●●●	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●	14
Motorhead	Fox Interactive	●●●●	14
Mr. Domino	Acclaim	●●●●	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●●	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●●	39
N2O	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
[illegible]	EA Sports	●●●●	3
[illegible]	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●●	38
NASCAR Rumble	Electronic Arts	●●●●	31
NBA Fastbreak '98	Midway	●●●	4
NBA In the Zone '98	Konami	●●●	7
NBA In the Zone '99	Konami	●●●●	19
NBA In the Zone 2000	Konami	●●●	28
NBA Live 98	EA Sports	●●●●●	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●	28
NBA Live 2001	EA Sports	●●●●	39
NBA ShootOut 98	Sony CEA	●●●●	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●●	39
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●●	14
NCAA Final Four '99	989 Studios	●●●●	18
NCAA Final Four 2000	989 Studios	●●●●	28
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●●	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
Nectaris: Military Madness	Jaleco	●●●●	17
[illegible]	Electronic Arts	●●●●	8
[illegible]	Electronic Arts	●●●●●	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●●	33
Need for Speed: V-Rally	Electronic Arts	●●	3
Need for Speed: V-Rally 2	Electronic Arts	●●●●	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Interactive	●●●●	24
[illegible]	Midway	●●●●●	13
[illegible]	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●●	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Sports	●●●	37
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●●	24
N GEN Racing	Infogrames	●●●	35
NHL 99	EA Sports	●●●●●	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nightmare Creatures	Activision	●●●●	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●●	15
Nuclear Strike	Electronic Arts	●●●●●	3
O.D.T	Psygnosis	●●	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●●	15
[illegible]	GT Interactive	●●●●●	1
One	ASC	●●●●	4
[illegible]	Namco	●●●●●	25
Pandemonium! 2	Midway	●●●●	3
PaRappa the Rapper	Sony CEA	●●●●	2
[illegible]	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●●	37
PGA Tour 98	EA Sports	●●●	3
PGA Tour 99	EA Sports	●●●	9
Pitball 3D	Acclaim	●●●	2
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●●	6
Point Blank 2	Namco	●●●●	20
Polaris SnoCross	Vatical	●●●	38
Pong	Hasbro Interactive	●●●●	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●●●	21
Porsche Challenge	Sony CEA	●●●●	1
Power Soccer 2	Psygnosis	●●●	5
Pro Pinball: Big Race USA	Empire Interactive	●●●●	37
Pro Pinball: Fantastic Journey	Empire Interactive	●●●●	37
Pro Pinball: Timeshock!	Take 2	●●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Q*bert	Hasbro Interactive	●●●	28
Quake II	Activision	●●●●●	27
R-Type Delta	Agetec	●●●●●	23
R-Types	Asci	●●●●	17
R4: Ridge Racer Type 4	Namco	●●●●●	20
Railroad Tycoon II	Take 2	●●●●	30
Rainbow Six	Red Storm	●●	37
Rally Cross 2	989 Studios	●●●●	15
Rampage	Midway	●●●	4
Rampage 2: Universal Tour	Midway	●	21
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/Working Design	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
RC Revenge	Acclaim	●●●●	37
RC Stunt Copter	Titus	●●●●	25
Re Volt	Acclaim	●●●	26
[illegible]	Midway	●●●●	27
Red Asphalt	Interplay	●●	3
[illegible]	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
[illegible]	Capcom	●●●●●	6
[illegible]	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●●	27
[illegible]	Capcom	●●●●	2
Resident Evil Survivor	Capcom	●●	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Interactive	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
[illegible]	Electronic Arts	●●●	11
[illegible]	Electronic Arts	●●●	30
Road Rash: Jail Break	Electronic Arts	●●●	8
Rogue Trip	GT Interactive	●●●●	14
Roll Away	Psygnosis	●●●●●	13
Rollcage	Psygnosis	●●●●	19
Rollcage Stage II	Psygnosis	●●●●	31
Romance of the 3 Kingdoms VI	Koei	●●	30
RPG Maker	Agetec	●●●●●	35
Running Wild	989 Studios	●●●	14
Rushdown	Electronic Arts	●●	19
SaGa Frontier	Sony CEA	●●●●	8
SaGa Frontier 2	Square EA	●●●●	29
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●●	33
Scrabble	Hasbro Interactive	●●●	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●●	19
Shadow Man	Acclaim	●●	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	●	28
Shanghai: True Valor	Sunsoft	●●●	20
Shapeshifters	Psygnosis	●●●	3
Silent Bomber	Bandai	●●●●	30
[illegible]	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●●	29
Sim Theme Park	Electronic Arts	●●●	33
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●●	15
Smurfs	Infogrames	●●●●	29
Sno-Cross Championship Racing	Crave	●●	37
Soul of the Samurai	Konami	●●	24
South Park	Acclaim	●●	27
South Park Rally	Acclaim	●●	29
South Park: Chef's Luv Shack	Acclaim	●	28
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Interactive	●	34
Speed Punks	Sony CEA	●●●●●	32
Speed Racer	Jaleco	●●	8
Spider-Man	Activision	●●●●●	37
Spin Jam	Take 2 Interactive	●●	38
Sports Car GT	Electronic Arts	●●●	21
Spyro 2: Ripto's Rage!	Sony CEA	●●●●●	27
Star Ocean: The 2nd Story	Sony CEA	●●●●	13
Star Trek: Invasion	Activision	●●●●	22
Star Wars: Episode I— Jedi Power Battles	LucasArts	●●●●	33
Star Wars: Episode I— The Phantom Menace	LucasArts	●●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Steel Reign	Sony CEA	●●●●	2
Streak	GT Interactive	●●●	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●●	19
Street Sk8er 2	Electronic Arts	●●●●	32
Strider 2	Capcom	●●●●	34
Striker Pro 2000	Infogrames	●●●●	33
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●●●●	32
SuperCross 2000	EA Sports	●●●	29
SuperCross Circuit	989 Studios	●●●●	28
Surf Riders	Ubi Soft	●●	35
Sydney 2000	Eidos	●●	38
Syphon Filter 2	989 Studios	●●●●	18
T'ai Fu	989 Studios	●●●●	31
T.R.A.G.	Activision	●●	19
	Sunsoft	●●●●	20
Tactics Ogre	Atlus	●●●●	12
Tail Concerto	Atlus	●●●●	26
Tales of Destiny	Namco	●●●●	13
[illegible]	Sony CEA	●●●●	24
Team Buddies	Midway	●●●●	38
Team LOSI RC Racing	Fox Interactive	●●●	13
[illegible]	Namco	●●●●●	9
[illegible]	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis Arena	Ubi Soft	●●●	4
[illegible]	Accolade	●●●●	3
[illegible]	Accolade	●●●●	15
Test Drive 6	Infogrames	●●●●	27
Test Drive Le Mans	Infogrames	●●●●	34
Test Drive Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●●	29
Thunder Force V	Square EA	●●●●	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods '99 PGA Tour Golf	EA Sports	●●●●●	16
Tiny Tank	Sony CEA	●●●	16
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●●	27
[illegible]	Eidos	●●●●	1
[illegible]	Eidos	●●●●	16
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tombal	Sony CEA	●●●●	11
Tombal 2: The Evil Swine Return	Sony CEA	●●●●	29
[illegible]	Electronic Arts	●●●●	28
[illegible]	Activision	●●●●●	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonstruck: Dare to Scare	Virgin	●●●●	29
Toy Story 2	Activision	●●●	28
Trap Gunner	Jaleco	●●●	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●●	25
Triple Play 99	EA Sports	●●●	9
Triple Play 2000	EA Sports	●●●●	20
Triple Play 2001	EA Sports	●●●●●	32
Turbo Prop Racing	Sony CEA	●●●	11
[illegible]	989 Studios	●●●●	16
[illegible]	989 Studios	●●●●	28
Tyco RC: Assault With a Battery	Mattel Interactive	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Um Jammer Lammy	Sony CEA	●●●●	24
The Unholy War	Eidos	●●●●	14
Uprising X	3DO	●●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●●	33
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●●	32
Vandal Hearts II	Konami	●●●●	27
Vanguard Bandits	Working Designs	●●●	33
Vegas Games 2000	3DO	●●●●	27
[illegible]	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●●	29
VR Baseball 99	Interplay	●●●●	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●●	33
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warzone 2100	Eidos	●●●●	22
WCW Mayhem	Electronic Arts	●●●●	26
[illegible]	THQ	●●●	5
WCW/nWo Thunder	THQ	●●	17
[illegible]	Hasbro Interactive	●●●●	17
Wheel of Fortune 2	Hasbro Interactive	●●●●	39
Who Wants to be a Millionaire	Sony CEA	●●●	35
Wild 9	Shiny/Interplay	●●●●	15
Wild Arms 2	Sony CEA	●●●●	33
WipeOut 3	Psygnosis	●●●●	26
World Cup 98	EA Sports	●●●	10
World Destruction League Thunder Tanks	3DO	●	39
Worms Armageddon	Hasbro Interactive	●●●●	27
Wu Tang: Shaolin Style	Activision	●●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●●	31
[illegible]	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
Xena: Warrior Princess	Electronic Arts	●●●●	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●●	23

This Month's Strategies

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Midnight Club 152
Tony Hawk's Pro Skater 2 154-155

Top Secret Agents
Kenneth "Slim" Miller, Henry LaPierre
Terry Minnich, Dave Malec

OK, so not everyone has their PS2 yet. So, to ease the pain we injected a big chunk of PS one strategies for you this calendar month. Want to slide through the first disc of Final Fantasy IX without pulling your hair out? We've got you covered. And, in THPS2, how the hell are you supposed to get the Secret Tape in Venice? We've taken care of that, too. All you need to worry about is getting a PS2 on that lonely space next to the TV.

Hey, before you start tearing into that X-mas gift you KNOW is a copy of SSX, send your coolest tricks to ***OPM@ziffdavis.com****. Title the e-mail* ***Tricks Forum.***

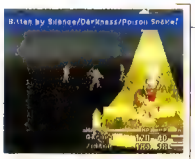
FINAL FANTASY IX

INTRODUCTION

To Getting Started

The Field Icon

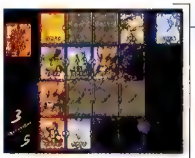
Any time you are near something that can be examined, opened, taken or manipulated in any way, a Field Icon will appear above your head. This makes searching for hidden items easier than it's ever been before. There are simple items scattered all over nearly every screen in the game, as well as special items hidden away in strange locations. We've indicated the locations of the most important items, but it's easy to find tons of useful items and equipment simply by searching every new area and watching for the Field Icon.



See? We swear we're not making this up.

The Mighty Tent

In FF9, the Tent item can actually be used in battle to restore your HP and MP, however, there is a risk in using it. If you use a Tent on yourself, there's a good chance that instead of being healed, you will be bitten by a snake that causes Silence, Darkness and Poison status ailments, even if you have abilities equipped that defend against them. The snake makes the Tent a little too risky to rely on to heal your party, but the crazy thing is that you can use the Tent on the enemy—they have the same chance of getting bitten by the snake. It's a little expensive to do, but for an easy boss battle, start by using a Tent at the beginning of the battle (so it won't matter if you heal the boss) and keep using it until the snake bites. Then proceed to hack away at it while it can't cast any spells, can barely hit you, and is losing life to poison.



Yeah, it looks like the FF8 card game but it's a lot weirder this time around.

The Card Game

The card game is pretty confusing, but we're here to clear it up. Each card has four digits on it that represent the card's attack power, attack type, physical defense, and magical defense. The three numerical digits represent hexadecimal numbers. If the digit is "0" then the strength will be from 1 to 16. If it's a "1," the strength will be from 17-32 and so on. The attack type digit is a letter. P is physical, M is magical, and X will automatically pick the better of the two. To win the card game easily, make sure you have a weak card with all or nearly all of the sides containing arrows. Put the card in the middle of the board so that it's easy for the opponent to take. When it's surrounded by other cards, put one of your stronger cards down to win your weak card back and you'll combo all the cards around it. The card game serves very little purpose, but you might want to hone your skills for a special event later in the game.

READY 2 RUMBLE 2

JUST WHAT THE DOCTOR ORDERED

There are a load of secret characters and a smatter of secret codes in R2R2. Here are some Secret Codes to get you through the holiday. You'll need to put these in at the Character Select screen. If you hear a bell, you know you're in business.

Toothpick Mode
Right, Right, Up, Down, Right, R1, R2

Chubby Mode
Right, Right, Up, Down, Right, R1, R1, R2

Big Gloves Mode
Left, Right, Up, Down, R1, R2

Zombie Mode
Left, Up, Right, Down, R1, R1, R2

Army Men: Air Attack

Enable All Co-Pilots: Press START on the title screen to go to the main menu. On the main menu, access the password screen. Now enter this code to get access to all the co-pilots: Up, Down, Up, Down, Up, Down, Up, Down. Press START to accept the code. Begin a new game and move down to the Co-Pilot option to access them.

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up,

The Complete DISCONE Walk-Through

01 Aboard the Prima Vista

02 Alexandria

03 I Want to Be Your Canary

Don't worry about the battle. It's fake.

04 Alexandria Castle

05 Aboard the Prima Vista (2)

he stairs under the pai
nd of the hall, then walk out

THE AUTO-POTION+ AUTO-REGEN COMBO

Of course Auto-Potion and Auto-Regen are useful abilities by themselves, but when combined on each member of your party, they make you almost unbeatable. Regen will continue to heal you even while you are attacking with a weapon, spell, summon or anything else. It even continues to heal you while the enemy is attacking. The activation of Auto-Potion takes several seconds to complete (during that time, the Regen is still taking effect). If every party member has these two abilities on, any attack will cause Auto-Potion and everyone will regain life from Regen while it is completing. Add Auto-Haste and Chemist for an even greater effect of the combo.

TACTICS

Down, Right, Right, Up
Super Turbo Pads: Triangle, Right, Right, Circle, Left
Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right
"Unlimited" Tricks: *After entering one of these next tricks, you must reset the game to get a different unlimited object.*
Unlimited Wumpa Fruit: Down, Right, Right, Down, Down
Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left

Unlimited Masks

Unlock a New Racer: On the menu screen, press and simultaneously Down, Right, Triangle, Down, Right, Triangle, Up. You will hear a

Ripper Roo

N. Trophy:

Now this character is ready to race in

Croc 2

Max-Out Your Crystals:

Cyber Tiger

press

Cyber Badlands Course: HAKESO
Cyber Canyons Course: NAMOP
Cyber Sawgrass Course. SECARE
Cyber Summerlin Course: PORASO
Now you have your choice of courses.

Die Hard Trilogy 2: Viva Las Vegas

Now enter

LOCATIONS

Stellazio	Location
Aries	On ground on the first floor of the Windmill in Dali
Cancer	In the overturned crate in the Burmecia Suburb
Gemini	Throw 130 Gil into the fountain at the Treno Gate
Taurus	On the ground near the item shop in the Treno Slums
Scorpio	On the ground in the lower level of Quan's Dwelling
Virgo	On the guestroom floor of the Black Mage Village Inn
Libra	Next to the fountain in Madain Sari
Leo	On the ground in the Neptune Room of Alexandria's West Tower
Sagittarius	On the ground in the Lindblum Shopping Area during the rebuilding
Capricorn	In the water in the Entrance room of Daguerreo
Aquarius	In a chest in the entry hall of Ipsen's Castle
Pisces	In chest in the Core area of the Airship Invincible
Ophiuchus	After giving the first 12 to Queen Stella, find the 13th in Quan's Dwelling

07 Evil Forest

08 Prima Vista

09 Evil Forest (2)

10 Mist Continent

06 Crash Site

best results, enter the Unlimited Ammo code after the Every Weapon code!

Every Weapon: Square, Square, Circle, Circle, L1, L1.
Unlimited Ammo: L1, L1, R1, R1, Circle, Circle
Invincibility: Triangle, Triangle, Circle, L1, L2
Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle
Super Slow Rockets: L1, Triangle, Square
Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1
Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a ... Now ... choose any ...

Fear Effect

... *go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.*

999 Ammunition: L1, Triangle, Up, ...

Unlimited Health: ...

One-Hit Kills with Firearms: Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1

Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

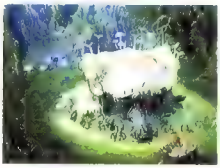
FIFA 2000

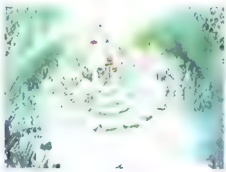
Hidden Super Teams: ... mode of play, go to the team select ...

EA teams (EA1 through EA4). These special Electronic Arts teams ... very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Grind Session

All Tricks Enabled: Press START ... the game, then press Down, ... Right, Down, ... Up, Right. ... Enabled will appear in the ... When you access the ...





11 Ice Cavern

12 Dali

SYNTHESIS SHOPS

Item to Create	Ingredient 1	Ingredient 2	Cost
Butterfly Sword	Dagger	Mage Masher	300
The Ogre	Mage Masher	Mage Masher	700
Exploda	Mage Masher	Mythril Dagger	1,000
Rune Tooth	Mythril Dagger	Mythril Dagger	2,000
Angel Bless	Mage Masher	Mage Masher	9,000
Sargatanas	Gladius	Zorlin Shape	12,000
Cotton Robe	Wrist	Steepled Hat	1,000
Silk Robe	Silk Shirt	Bandana	2,000
Magician Robe	Mage Staff	Magician Cloak	3,000
Glutton's Robe	Mythril Fork	Cotton Robe	4,000
White Robe	Gaia Gear	Jade Armlet	4,000
Black Robe	Gaia Gear	N-Kai Armlet	8,000
Desert Boots	Leather Hat	Leather Shirt	300
Yellow Scarf	Feather Hat	Steepled Hat	400
Glass Buckle	Glass Armlet	Leather Wrist	500
Germinas Boots	Desert Boots	Fork	900
Cachusha	Magus Hat	Rubber Helm	1,000
Coral Ring	Lightning Staff	Rod	1,200
Gold Choker	Linen Cuirass	Soft	1,200
Magician Shoes	Germinas Boots	Bone Wrist	1,200
Barette	Needle Fork	Barbut	1,800
Power Belt	Glass Buckle	Chain Mail	2,000
Madain's Ring	Bone Wrist	Stardust Rod	3,000
Fairy Earrings	Magic Armlet	Soft	3,200
Extension	Lamia's Tiara	Multina Racket	3,500
Reflect Ring	Anklet	Madain's Ring	7,000
Anklet	Gold Choker	Peridot	4,000
Feather Boots	Magician Shoes	Phoenix Pinion	4,000
Black Belt	Twist Headband	Survival Vest	4,000
Pearl Rouge	Moonstone	Elixir	5,000
Promist Ring	Chimera Armlet	Ruby	6,000
Battle Boots	Feather Boots	Wing Edge	6,500
Rebirth Ring	Diamond	Anklet	7,000
Angel Earrings	Fairy Earrings	Barette	8,000
Garnet	Ore	Remedy	300
Amethyst	Ore	Annoyntment	300
Peridot	Ore	Soft	700
Sapphire	Ore	Antidote	200
Opal	Ore	Potion	100
Topaz	Ore	Eye Drops	100
Thief Gloves	Mythril Armlet	Sargatanas	50,000

STRATEGY GUIDES

Here's the system: If the strategy guide is useful, gives tricks and tips and helps you narrow your game time, it's going to score well. If it doesn't, unsurprisingly, it's not. Will the guide make you a better gamer? It'd better, or we'll tell you to spend your cake elsewhere.

Ready 2 Rumble Boxing Round 2

There's quite a bit to know about Ready 2 Rumble Round 2, and this guide is packed with all of it. It gives you a list of all the combos and special moves for each and every boxer and even tells about hidden characters Michael Jackson and Shaquille O'Neal. The only shortcoming of the guide is that it doesn't divulge who all of the secret characters are. Apparently, you'll have to go to the Prima Web site for that info. Otherwise, this will definitely improve your Rumble skills so you can do the glove dance on any of the opposition (even the ones they aren't ready to tell us about).

Final Score ●●●●

www.primagames.com

Tekken Tag Tournament

For the average fellow that just wants to let out some aggression via polygonal fighting, this guide is *not* for you. This thing is so hardcore it's intimidating. There are up to five pages on some combatants, and you'll learn everything from juggles, to throws, to a complete moves list that is overwhelmingly excellent. If you're going to take the time to really learn a character, this is the best way to go about it. An excellent guide.

Final Score ●●●●●

www.primagames.com

Ridge Racer V and MotoGP

How much can you really glean from a strategy guide about a racing game? If there aren't lots of shortcuts to figure out, then it's basically: Take a left at the place where you have to take a left. Duh. There aren't really any secrets to the game, either. The strongest part of the guide is actually for MotoGP, since it's partly useful, but otherwise this game doesn't need a guide in the least.

Final Score ●

www.primagames.com

Medal of Honor Underground

If you're having trouble getting through the game and ending the Nazi reign, this is a great guide to pull you through. There are maps of each level (which could have been a little cleaner and, in turn, a bit more useful). There are little tips throughout the levels and you'll have a list of secrets and unlockables at your fingertips. Besides the maps, another shortcoming is that the same four pieces of art show up time and time and time again. But, besides the artistic redundancy, this is a guide for any gamer struggling through MoHU.

Final Score ●●●●

www.primagames.com

International Track & Field 2000

Play as Konami Man

Konami Woman

Kurt Warner's Arena Football Unleashed

Fast Passes:

Super Passing (2P must Agree):

Super Field Goals:

Show Field Goal %.

Allow Stepping out of Bounds:

Power-Up Blockers

Avengers Stadium

No First Downs

No Interceptions.

Infinite Turbo:

Super Blitzing

Power-Up Teammates:

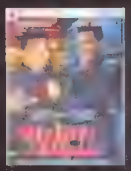
Power-Up Defense:

No Random Fumbles

Hide Receiver Name.

DVD EASTER EGGS

Boogie Nights Double Platinum DVD:
On the latest version of P.T. Anderson's *Boogie Nights* DVD he says to check your color by using the color bars in the setup. You'll find some footage hidden there. But brace yourself for what you'll see.



Rush Hour DVD:
This one works best if you access the Heavy D video first, then input these title and chapter numbers: Title: 4, Chapter 3. You'll be welcomed to an early attempt at film-making by *Rush Hour* director Brett Rattner. It's a home video clip of a short film Rattner made called "Evil Luke Lee," which parodies old Kung Fu flicks.

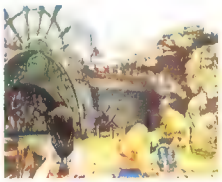
Yellow Submarine DVD:
Try clicking all over the submarine itself. You'll find all sorts of goodies by clicking in different places.

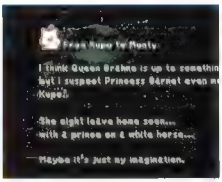
Wizard of Oz DVD:
Here are two eggs from the same film classic. First, go to the cast, (the one in which you see the wicked witch and a tree beside her) and move the highlighting arrow to it. It will highlight an hourglass. Select it to read more info on those entertaining flying monkeys. Second, highlight the yellow orb on Glenda's info page. It contains more info on the munchkins.

The Mummy DVD:
When entering the area for languages on this DVD music will start to play. No big deal, right? Well, usually this type of music is looped, but you'll be able to listen to Jerry Goldsmith's entire score for *The Mummy* on this one.

Man on the Moon DVD:
Go into the Bonus Materials after you start up the DVD then skip over to Andy's Biography. You'll see little pictures of Andy Kaufman's face near the bottom of the screen. Use your remote to highlight these pictures and while on them, hit Enter. You'll see a variety of clips of the real Andy. There are six clips in all.

The Fifth Element DVD:
On the main menu, move the cursor to highlight the subtitles icon. Then press up on the remote. You'll notice the cursor has disappeared. Hit Enter. A hidden picture will appear. Press these buttons in this order to view the four other pictures: Up, Down, Left, Right. Now hit the Enter button to launch the teaser trailer.




From Kupo to Monty
I think Queen Brahne is up to something
but I suspect Princess Garnet even more
Kupo!
She might leave home soon...
with a prince on a white horse...
Maybe it's just my imagination.

14 Cargo Ship

13 Mountain Observatory/ Cargo Ship Landing Site

15 Lindblum

Big Football:
Big Head:
Huge Head:
No Head:
Headless Team:
Team Tiny Players:
Team Big Players:
Team Big Heads:
Hyper Play (2P must agree):
Show More Field (2P must agree):
No CPU Assistance (2P must agree):
Power-Up Speed: (2P must agree).
Tournament Mode (2P game only):
Smart CPU Opponent (1P game only).
Power-Up Offense:
Fast Turbo Running:
Invisible:

Legacy of Kain: Soul Reaver

Refill Health:
Next Level Health: Hold L1 and press R
Maximum Health: Hold L1 and press R
Refill Magic: H
Maximum Magic: Hold L1 and pr
Pass Through Barriers: Hold L1 and
Wall Climbing: Hold L1 and
Hurt Raziel: Hold L1 and press Left
Force: Hold L1 and press Left, Right

17 Gizamaluke's Grotto

18 South Gate

16 Qu's Marsh

19 Burmecia

To Be Continued Next Month

Left, Right, Left
Constrict: [illegible] and press Down, Up, Right, Right, Circle, Up, Up, Down
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up
Stone Glyph: Hold L1 and press Down, [illegible]
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right
Fire Glyph:
Right, Up, Triangle, L2, Right
Sunlight Glyph: Hold L1 and press

Left, Circle, Left, Right, Right, [illegible] Left
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down

MediEvil II

Cheats Menu: Press START to pause the game, then press and hold the L2 button. While holding press Triangle, Circle, Triangle, Circle, Circle, Circle, Left, Left, Triangle, Right, Circle, Left, Left. Cheat [illegible] appear at the bottom of the Pause menu. Access this new option to receive Complete Level, Invulnerability, Dark and Atomic, Full Level Open and Health, Ammo, Spell Options that add wealth, money and Amulets.

NASCAR Rumble

Tracks and Pro Drivers: From the main menu, enter Options, choose the Game Options, Access Codes and [illegible]

[illegible] screen, enter [illegible] vers. Note: the previous A.I. be open and all the tracks will be available, including the bonus

NCAA GameBreaker 2001

On the main menu screen, choose the "Customize" option. On the "Customize" screen, choose the [illegible] enter the following passcodes to [illegible] the [illegible]

[illegible] of the passcode, using the [illegible] press SELECT and enter [illegible] smaller size letters.
Player Attributes Are Now 99: BIGDOWN
Acquire All Blue Chips: MOTIVA
Make High Attribute Walk-On Players: FRANKENSTEIN
Take You to Credits Screen: HOLLYWOOD

NCAA Football 2001

A

MEDAL OF HONOR: UNDERGROUND

UNDERGROUND SECRETS

Average.
Good
Excellent:

Swell Multiplayer

Bouncing Bullets:

No-Reload Mode

Pedoski Mode: Starving

Civil War Mode

4X Firing Rate: Every gun

Unlimited Ammo: All the ammo will disappear from the level. Why? You won't need it. Your NRA-approved hand cannon is tied to the gills with bullets and it'll stay that way.

Wacky Taxi Mode: This changes up the single-player everything will be turned and you'll

NHL 2001

Tired of getting skated over by your roommate? Here are some slick tips to make sure you can withstand the barrage of slapshots to your goalie's mask.

THE HUMAN WALL

OK, you have to stop the puck. Fat chance if you're trying to do it yourself every time. Let your goalie do the work, but prepare for shots to sneak top shelf at any time. Here are two ways to keep the puck moving and out of your net.

First off, when you're killing a penalty you'll want the puck on the opposite end of the ice as much as possible. Duh. One of the best ways to accomplish this once your goalie has it in his trapper is by giving a quick touch to the L2 button. This serves as a dump-in or a clear usually. But when your goalie's doing it, it'll slap off the boards and scoot the length of the ice.

Second, don't pull your goalie way out of position when you're trying to move the puck up ice. It sounds simple, and for those hockey nuts rolling their eyes: Bite me. This is something even the hardcore forgets. But it's truly an amateur move. Keep your goalie in the crease to make the quick outlet pass.

HAT TRICK CITY

he nasty refuse of shame. Here are some dos

the man behind the mask

THE IRON CURTAIN

Have a little pride and play some defense! Any yokel can skate up the ice and flip a weak wrister on net. Real hockey, *today's* hockey, is all about concentration and defensive savvy and shoving the stinky glove in some bed-wetting poster boy's silly mug. Try this:

First, don't overpursue the puck. Not every defenseman has the foot skills to get back and play defense, too. And if you're playing like a real man/woman, you've got line changes kicking. So all you're doing is wearing down your blue-liners. Pick your spots, or ready for a 3-on-1 the other way.

Second, don't overuse the Triangle/Big Hit button. It may knock the victim into next week, but it takes your defenseman off his skates. Better to conservatively tap O and save the Big Hit for when you've run up the score. Otherwise, it'll probably just mean Big Penalties. Got it?

Third, if one of the opposition's studs has that goal-scoring glint in his eye, do whatever it takes to decapitate him. This is where all Big Hit bets are off. Here's a short list of forwards you want to see on their backside: Owen Nolan, Pavel Bure, Jaromir Jager, Petr Forsberg, Theo Fleury, Pavol Demitra, Brendan Shanahan, Brett Hull.

Finally, with the puck in the zone, try faking shots from the point. It'll open up lots of space for your forwards which equates to quality shots.

game when you enter the codes correctly

Full Poll: POPULARITY (Press R1 twice on the Pol. screen to view more team rankings.)
Slower Players: CEMENTFEET
All Stadiums Unlocked: OPENSESAME
View CPU Plays: MINDREADER
Faster Players: SCRAMBLE
Faster Daytime Effects: DAYNIGHT
Maximum Attribute Points: BALLER
Maximum Recruiting Points: HEAD-
Receivers Always Catch: HANDSOFGLUE
Defense Always Intercepts: OSKIE
Wind at Maximum: SAFETY
Change the Date: Y2K
Juggernaut Team: BULLDOZER

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight New User and enter one of the names below to get these results.

NHL Teams Available: BAILEY
Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)
Bonus Moves: IAMWEAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Moves and Cartoon options will be open.)

Nightmare Creatures II

In the middle of the game, press START to

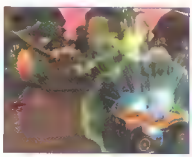
(cont. on page 153)

Chicks dig guys

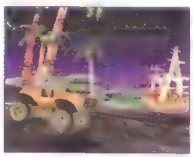
with small cars.

Guys With Small Cars Wanted.

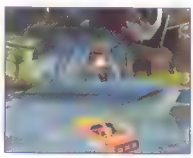
Grab the controls. And hold on for dear life with the most electrifying high-speed racing experience available on land, sea and everywhere in between. RC REVENGE PRO delivers racing like you've never seen before. It's arcade RC action so intense you won't believe your eyes.



Blow away the competition with insane weapons! Shock-Wave, Bouncing Mines!



Race in movie-themed worlds! Lost Inca Temples and Pirate World!



Kick into overdrive with over 30 vehicles, including first-ever RC boats!

PlayStation.2

E

RC REVENGE PRO ... All Rights Reserved. Acclaim ... Licensed by Sony ... PlayStation ... Developed by ...

Acclaim

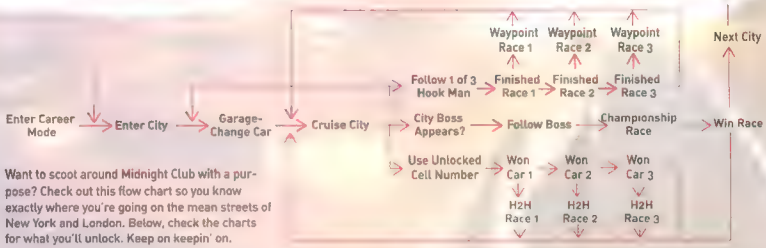
acclaim.com

MIDNIGHT CLUB STREET RACING

NEW YORK

In cruise mode look here for new cars:

- On top of building in battery park. Use the jump in the armory to get to it.
- Find the C-shaped ramp in the warehouse district and make the jump at about 60-65 mph. If your speed is right you will hit an elevated tunnel which has the other light.
- On top of building in Picadilly Circus (use the jump near the cruise mode starting point).



Want to scoot around Midnight Club with a purpose? Check out this flow chart so you know exactly where you're going on the mean streets of New York and London. Below, check the charts for what you'll unlock. Keep on keepin' on.

Race Type	Opponent	Winning Unlocks Race	Winning Unlocks Vehicle
H2H0	Kareem	H2H1	PT Phoenix (Standard)
H2H1	Kareem	H2H2	PT Phoenix DDX
H2H2	Kareem	*	PT Phoenix ICX
H2H3	Lucas	H2H4	Allister Grunion
H2H4	Lucas	H2H5	Allister Grunion II
H2H5	Lucas	*	Allister Grunion III
H2H6	Emily	H2H7	Rauchen Blitz 300
H2H7	Emily	H2H8	Rauchen Blitz 300i
H2H8	Emily	H2H9	Rauchen Blitz 300xr
H2H9 Bonus	Cop	*	London Cop Car
WP0	Kareem	WP1, H2H0	
WP1	Kareem	WP2	
WP2	Kareem	NYC WP10 Bonus	
WP3	Lucas	WP4, H2H3	
WP4	Lucas	WP5	
WP5	Lucas	NYC WP11 Bonus	
WP6	Emily	WP7, H2H6	
WP7	Emily	WP8	
WP8	Emily	NYC WP12 Bonus	
WP9 City Champ	Darrren	NYC WP13 Bonus	
WP10 Bonus	Emilio	*	Double Decker Bus
WP11 Bonus	Keiko	*	London Taxi
WP12 Bonus	Larry	*	London Mail Truck
WP13 Bonus	Darren	*	Amata Crescendo
WP14 Bonus	World Champ	NYC WP14 Bonus	Zender Beta

LONDON

In cruise mode look here for new cars:

- On top of red building in the Southeast. You'll know what I mean when you see it.
- There is a building in Trafalgar Square with a glassed-off hallway (I know it's a famous building, but I'm stupid and don't know the name), simply drive up into this hallway.

Race Type	Opponent	Winning Unlocks Race	Winning Unlocks Vehicle
H2H0	Emilio	H2H1	Crusero Bueno
H2H1	Emilio	H2H2	Crusero Magnifico
H2H2	Emilio	*	Crusero Excellente
H2H3	Keiko	H2H4	Piranha PDQ
H2H4	Keiko	H2H5	Piranha PDQ R
H2H5	Keiko	*	Piranha PDQ ATV
H2H6	Larry	H2H7	Jones J400
H2H7	Larry	H2H8	Jones J450
H2H8	Larry	H2H9	Jones J450
H2H9 Bonus	Cop	*	MPH Cop Car
WP0	Emilio	WP1, H2H0, WP3, WP6	
WP1	Emilio	WP2	
WP2	Emilio	London WP10 Bonus	
WP3	Keiko	WP4, H2H3	
WP4	Keiko	WP5	
WP5	Keiko	London WP11 Bonus	
WP6	Larry	WP7, H2H6	
WP7	Larry	WP8	
WP8	Larry	London WP12 Bonus	
WP9 City Champ	Kareem	London	
WP10 Bonus	Kareem	*	Bus
WP11 Bonus	Darren	*	Ice Cream Truck
WP12 Bonus	Emily	*	Parking Cop
WP13 Bonus	Darren	London WP14 Bonus	Amata Crescendo
WP14 Bonus	World Champ	*	Zender Alpha

[cont. from page 150]

pause the game. Then hold L1+R2+Square+Circle and press SELECT. You will now be at the "Cheats" screen with the option for invulnerability. On this screen, enter any one of these codes to add new options to the menu.

Unlimited Continues: Press and hold L1+R1+R2 and then press SELECT

Kill Enemy: Press and hold L1+L2+R1+Square and then press SELECT

Unlimited Power-Up: Press and hold L1+R1 and then press SELECT

Enemy Unlimited Life: Press and hold Square+Circle and [illegible] SELECT

Display Hero Life. Press and hold L2+R2+Square and then press SELECT

Speed Punks

Boost Start: This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race, when the lights start to count down [illegible] and fourth light.

Instant Turbo Blast [illegible] the middle of the game, press [illegible]

Spider-Man

[illegible] the main menu screen and [illegible] the "Special" menu. Next [illegible] and enter the "Cheats" [illegible] can put in any of the codes listed on the [illegible] as shown below.

Level Select: XCLSIOR

Invulnerable: RUSTCRST

Webbing: STRNDL

Game Comic Covers: ALLSIXCC

Movie Viewer: MATCHFM

Character Viewer: CVIEWFM

Storyboard Viewer: CGOSSETT

What If Contest: GBHSRSPM

Ben Reilly Costume: BNREILLY

Symbiote Spidey Costume: BLKSPIDR

Spidey 2099 Costume: TWNTYNDN

Captain Universe Costume: SCOSMIC

Spidey Unlimited Costume: PARALLEL

Scarlet Spider Costume: LETTERS

Amazing Bagman Costume: AMZBGMAN

[cont. on page 154]

LARGEST SELECTION OF MUSIC STUFF

BANDS
Ozzy Osbourne
Nine Inch Nails
A Perfect Circle
Papa Roach
Smash
Mudvayne
Creed
AC/DC
Korn
Staind
Sevendust
Sublime
Incubus
Soundgarden
and 100's more

PRODUCTS
Baseball Caps
Hooded Sweatshirts
T-shirts
Patches
Bikini Cards
Posters
DVDs
Stickers
Videos
Wind Breakers
and 1,000's more

INFINITY 1
Box 44310 Dept 110
Eden Prairie, MN 55344
Phone 952.826.0033
Fax 952.826.6989
www.infin1.com

WIN OVER $25,000 IN PRIZES

Have you ever dreamed of owning the ultimate gaming rig or home theater system? Here is your opportunity!! If you win, we give you a budget and you go on a shopping spree. Tailor your package exactly how you want it. We do not want to pick your prizes for you. You get what you want. The packages described below are examples of what you could buy with your winnings.

CONTEST 1 - VIDEO GAMES

Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, Xbox, Gameboy Advance, accesories and 36" monitor. Base prize package value $1400.

CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive,8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

CONTEST 3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, Hi-Fi VCR and tower speakers. Options include Satteike TV and camcorder. Base prize package value $7475.

Make it Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Fees. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase.

Typically 59% attain the highest score in phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle.

PRIZE PUZZLE

WORD LIST

TOWER - P	LEGAL - Y
EARTH - X	EMPTY - V
WORLD - U	WATER - T
SPACE - W	COAST - A
~~HAPPY - O~~	FIELD - B
SHARE - Z	BLADE - D

		T				
H	A	P	P	Y	O	
	L					
			S			
				L		

SECRET WORD ↓

SECRET WORD CLUE:
What comes after yesterday but before tomorrow?

DIRECTIONS
Fill in the puzzle with the correct words going across. To spell each word's corresponding letter to the one at the end. This should spell the secret word going down. HINT: Read the secret word clue.

ENTER ME IN THE FOLLOWING CONTESTS:

☐ ($3) Video Game ☐ ($3) Home Theater
☐ ($3) Computer ☐ ($5) Enter All Three

102

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Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $8375, cash options $1250. For any questions e-mail us at elation@uswest.net, or call us at 952-826-0033.

TEKKEN TAG TOURNAMENT

You unlock the extra modes and the characters the same way: beat the Arcade Mode. Try setting the difficulty to Easy and the fight count to 1. Listed below are the goods.

[redacted]

Beat the Arcade Mode more than once to

[redacted]

[redacted]

[redacted]

[redacted]

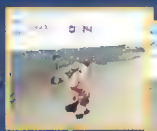
Continued from the December issue

TONY HAWK'S PRO SKATER 2

Venice Beach

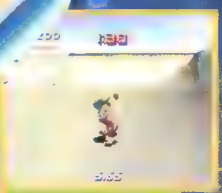
The Venice Beach madhouse is as impressive visually as it is skate-wise. You'll need to leap off buildings and you'll even ollie the homeless.

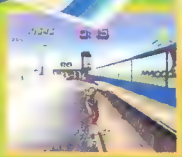
The cruel act of jumping sleeping homeless men is the only way to complete Venice Beach. Remember that they move, so check the map to find the area in which they lie.



The ledge that needs a special grind-ino is graffitied with the words, "The Ledge." It's far away from the starting point, but this pic will help you find it.

The Secret Tape is an issue of momentum on the beach. Once you ramp onto the roof (or Wallie if you've got the skillz), go at the gray metallic ramp on the left. It's thin, but the momentum from that will let you Boneless from the ledge and grab the Tape.





Peter Parker Costume: MJS STUD
Quick Change Costume: AMSTPKR
Unlock J. James Jewett: RJLUR
Full Health: [redacted]
Big Heads: DJLJD
Debug Info: [redacted]
Everything: EEL NATS
No Naughty Words: If you enter a [redacted]

Star Trek: Invasion

Unlock Everything: On the mission select screen [redacted] you will have access to all the levels. In the middle of any mission, press [redacted] and A, Weapons.
View Credits Screen: On any mission [redacted]

Tomorrow Never Dies

[redacted]

Immunity from Bullets: SELECT, [redacted]

Pass Through Walls: SELECT, SELECT, Circle, Circle, Triangle, [redacted]
Every Weapon and 50 Health: [redacted]
Mission Complete: [redacted]

Tony Hawk's Pro Skater

Enter the following cheats while [redacted]

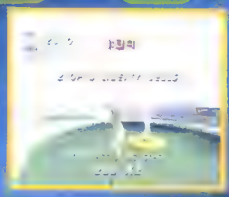
Big Head Mode: [redacted] Square, Circle, Up, Left, [redacted] Move's with big heads.
Special Available Anytime: [redacted] and press X, Triangle, Circle, [redacted] Right.
Get 10X Multiplier: [redacted] Square, Triangle, Up, [redacted]
Get 13X Multiplier: [redacted]
Slow Mo: [redacted]

Love Park

If you don't love Philly, well, you're wrong. And if you don't love the chance to empty the fountain and skate on phone lines, you're plainly an imbecile.

Once you've managed to reach the balcony, you're in for a headache. Try and try to Boneless, then Wall Ride, then Wallie until you get to the top of the building. Then hop off and grind the wire.

Grabbing the Secret Tape takes rail balance and the usual THPS patience. Get good speed near where the T is floating, cut right and go onto the high wire. Stay on long enough to get both the Tape and the $250.



OK, this is a pain in the bottom. You'll have to land on the ledge in a grind, then transition to the Bluntside (Down, Down, Triangle).

Alright, this is freakin' cool. Get up speed by riding this spine. Try tricking onto it with a No Comply or a Boneless.

Now that your speed is up, go off this ramp and bust out some Kickflips. Now grind that rail to straighten up, then Boneless off that little lip.

Voila! You're soaring. Hold down Triangle just in case you barely make it so you can grind that ledge. Sick move!

Want to reach the secret area? Stupid question. Ride the wire attached to the handicap incline—it'll break off if you get all the way to the cash.

Left, Up, Square, Left
Skip To Restart Option: Hold L1 and press Square, Circle, X, Up, Down
Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

WCW Mayhem

All Wrestlers: PLYHDNGYS
Play as Same Wrestlers: DPLGNGRS (Play as the same wrestler as your opponent in versus mode.)
Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the Nitro ring to wrestle at the TNT Nitro stadium.

Who Wants to Be a Millionaire: 2nd Ed.

Enable Quest Cheat: CHTxDBST (In Quest For The Best Mode, press Right to move up in the ranks. This will also give you the ability to unlock more hidden characters as you move up the ranks.)
Replacement Names: Go to the "Enter Your Name" screen. You can enter REGIS PHILBIN as your name. Regis will say something and display your use of that name. He will then replace it with another name such as DREAMER, FIBBER or SMARTY PANTS. If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN or CODY. Entering the name DAN GLENN as one of the millionaire winners will get you the replacement names, PHONY.
Replacement Name: Go to the "Enter Your Name" screen. Enter the name MADONNA as one of your replacement names, such as PHONY.

X-Men: Mutant Academy

Unlock Everything: On the main menu screen, press SELECT, Up, L2, R1, L1, R2. You will hear a voice if the code was entered correctly. Next, go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sabretooth and Magneto. In Cerebro mode, you will have access to all the cinemas and behind-the-scenes footage.

So...trying to get hold of a PS2 was pretty fun huh? Just over 500,000 of you managed to get your hands on one during the first weekend, and with any luck those of you who weren't so fortunate have managed to get one of the 100,000 that have been arriving in stores each week since. We've spent the last month collecting stories from those of you who have a new best friend sitting under the TV...and those who don't.

The Case of the No-Shows

One interesting turn of events (if by "interesting" one means "frustrating enough to induce a homicidal rage") took place at the local Sears. The setup calls proved promising, if perplexing. The store would not have systems when they opened in the morning, but were expecting a shipment "around three o'clock." At 3:05 we arrived to find angry yellow signs posted on the doors. "There are no PlayStation II (sic) available in this store today." A suit in Home Appliances revealed that he, personally, had answered "about a thousand" calls about the PS2 that day. But the systems had never shown up. The dejected faces of the hangers-on in Electronics confirmed the sad tale.

Apparently a Sony shipment had arrived around three as expected, but the boxes were packed with controllers, a few PS ones, *and* ...nothing more. Store management made no claims about the impending arrival, but still the hopeful set up camp outside, hoping, hoping.

Joe Rybicki
Reviews Editor

The Pain of a Near Miss

I missed a PS2 by eight people. Eight! Are you listening!? I got up early (about 9 a.m.) and drove a long and torturous distance (almost four miles) to the nearest Best Buy. All these people were lined up ahead of me, and I was, admittedly, a bit surprised when I wasn't escorted to the front of the line. And why wasn't there a sweet old lady bringing everyone orange juice!? I stood for what seemed an eternity (an hour and a half), in a seeming arctic freeze (about 65 degrees), only to leave empty-handed. It's a cruel world when you so narrowly miss a PS2. I sympathize with you all.

Todd Zuniga
Associate Editor

Crime & Punishment

I've been a long-time gamer. I've seen many system launches but never anything like the PS2 launch. I woke up early on the 26th, my alarm set at 4 a.m. and began the day of horror. I got in line at my local game store with about 70 other people. A man came out of the store telling us that in an hour the store would open, telling us to keep an orderly fashion and we'd all get a PS2. The doors swung open and 70 people shoved their way into the small door. People began to take PS2s from other customers' hands claiming they saw it first. People even fell while I slipped by and put one under my arm.

At the checkout a young boy was the first to get a PS2. He was so happy to get it. I saw him leave, very excited. Next thing I saw is something I'll never forget: Two men, one with a baseball bat, began grabbing the boy demanding his PS2. When the boy refused, the bat-wielding man swung it at the boy's arm. The boy dropped the PS2, falling to the ground. Outside other people saw what I saw and called the police. The police chased the men down and got the PS2. The store was so upset they gave the boy a new PS2 and two games. I ask myself why do people care enough about some box to actually hurt a child?

digdowndirtydawg@aol.com

The Deep Freeze

The next time Sony decides to release a new console, it better be during the hottest summer ever, 'cause freezing my butt off in the dark for nine hours just to earn the right to spend 400-some-odd dollars at Best Buy is not my idea of fun. At least I made a bunch of new friends when I handed out free copies of *EGM* and *OPM* to the people lined up behind me (screw the ones in front of me! It was cats and dogs and I wasn't getting wet for people ahead of me!).

The next morning I woke up cold and alone (nothing new there) and stood in line for another few hours while the BB managers went on power trips. Soon, though, we applauded the first to exit the store with a new PS2, which he raised in triumph before promptly dropping it to the pavement below. But, of all that, seeing Zuniga miss out on a system by about eight people made it all worthwhile.

Now stop reading this and go play SSX.

Greg Sewart
EGM Previews Editor

The Backfiring of Plan B

I preordered a PS2 at ebworld.com on June 17. When Sony announced the shortage in October, I got an e-mail from EB that said I wasn't getting a PS2 on launch day, it would come before Christmas. I was upset and set up plan B: the local K-mart. It was a school day so I asked my stepdad to wait about an hour before the store opened. When I came back from school I was upset to find K-Mart had sold out three hours before he got there. And I live in a really small town! I was so disappointed. Since I was waiting for a PS2 game I ordered, and it wasn't at the front door, I checked my back door and found a big package in the hallway. Could it be? Is it a PS2? Yes it was. I got my PS2 from ebworld.com two months ahead of schedule! I just want to thank anyone who cancelled their order at ebworld.com, and gave me my PS2. I'm real sorry for the people who waited hours or days in line to get a PS2. I feel fortunate that I was not one of them.

MANZ0V@aol.com

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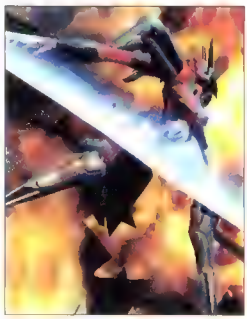

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EA (Sports)
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Nintendo(Roleplaying)
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Nintendo (Adventure)
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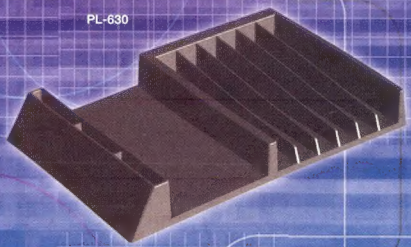

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